#4010

MIRKWOOD

THE WILDS OF RHOVANION™

Based on J.R.R. Tolkien's THE LORD OF THE RINGS



I.C.E.®

A Revised Campaign Supplement Combining NORTHERN & SOUTHERN MIRKWOOD

MIRKWOOD™

THE WILDS OF RHOVANION

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Dedicated to: Patty Ruemmler

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Arculas stopped to rest, unburdening himself of his heavy sack and bedroll. The day was hot, and the thickly knit trees held the dank air close to the ground. "Each year the summers get worse," pondered the Wood-elf... "and the forest gets darker."

As he opened his sack, he was surprised to find his boot emeshed in a fine, silky web. A sharp yank pulled him free, but seemed to stimulate a rustling that broke the eerie silence, and a weird cry of apprehension arose. Suddenly, to his front and right Arculas saw two huge, disgusting creatures, creatures overgrown and twisted far beyond their hideous birthright. Their size, however, had no bearing on their agility in the wood. They were on him in an instant. But that precious moment spared him, as he deftly drew his enchanted blade. The sword summoned more than mere anger or fear in his foes, though, for in the eyes of the white one, the Elf saw a glimmering of intelligence, a recognition of the magic shining here under the dark eaves.

1.0 GUIDELINES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for Gamemasters (GMs) who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to- run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the ***Middle-earth Role Playing*** (***MERP***) and ***Rolemaster*** (***RM***) fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from ***The Hobbit*** and ***The Lord of the Ring***s, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

These abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Game Systems

MERP .... ***Middle-earth Role Playing*** ***RM*** .... ***Rolemaster***

Character Stats

Ag ..... Agility(***RM/MERP***)
Co ..... Constitution(***RM/MERP***)
St .... Strength(***RM/MERP***)
PR ..... Presence(***RM/MERP***)
It(In) .. Intuition(***RM/MERP***)
Sd ...... Self Discipline(***RM***)
Me .... Memory(***RM***)
Ig ...... Intelligence(***MERP***)
Re ..... Reasoning(***RM***)
Em .... Empathy(***RM***)
Qu ..... Quickness(***RM***)

Game Terms

AT ..... Armor Type
bp .... bronze piece(S)
cp .... copper piece(s)
Crit .... Critical strike
D .... Die or Dice
D100 .. Percentile Dice Result
DB ..... Defensive Bonus
FRP ... Fantasy Role Playing
GM .... Gamemaster
gp .... gold pieces(s)
ip .... iron piece(s)
jp .... jade piece(s)
tp .... tin piece(s)
Lvl ...... Level (exp. or spell level)
MA ..... Martial Arts
Mod .... Modifier or Modification
mp .... mithril piece(s)
NPC .... Non-player Character
OB ...... Offensive bonus
PC .... Player Character
PP .... Power Points
R or Rad .... Radius
Rnd or Rd .... Round
RR .... Resistance Roll
Stat ...... Statistic or Characteristic

Middle-earth Terms

A .... Adûnaic
BS ..... Black Speech
Cir ..... Cirth or Certar
D .... Dunael (Dunlending)
Du ..... Daenael (Old Dunael)
E .... Edain
El ...... Eldarin
Es ...... Easterling
1.A .... First Age
F.A .... Fourth Age
Hi ...... Hillman
H .... Hobbitish(Westron variant)
Har .... Haradrim
Hob ... Hobbit
Kd ..... Kuduk(ancient Hobbitish)
Kh .... Khuzdul (Dwarvish)
LotR .... The Lord of the Rings
Or .... Orkish
Q .... Quenya
R .... Rohirric
Rh .... Rhovanion
S .... Sindarin
S.A ..... Second Age
Si .... Silvan Elvish
T.A ..... Third Age
Teng ... Tengwar
V .... Variag
W ... Westron(Common Speech)
Wo ...... Wose(Druedain)

1.12 DEFINITIONS

The majority of unique terms and translations from ***The Hobbit*** and ***The Lord of the Rings*** appear in the text proper. Here are some critical definitions relating to particularly important concepts.

Angmar — (S. "Iron Home.") Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lays nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglir"), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales and a network of underground strongholds (notably Mount Gundabad) cut beneath the Misty Mountains form the eastern boundary of Angmar. Armies mustered along this line of defense constantly threaten the peoples of Rhovanion to the east.

Arnor — (S. "Land of the King" or "Royal Land.") Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor — its sister land — is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhudaur.

Beijabar — Beornings. A dispersed collection of Northman bands associated with the ancient Bear-cult of Eriador and western Rhovanion. Related to the Woodmen and (to a lesser degree) the other Northmen of Wilderland, they became a distinct, mysterious, and highly revered group in elder times. They reside in the Anduin Vales, the western eaves of Mirkwood, and along the eastern flanks of the Misty Mountains. Some, like Beorn, enjoy the power of shape-changing.

Corsairs — Originally descendants of Castamir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled "Corsairs." The term later became associated with any pirates based in Umbar or along the coasts of Harad.

Dalemen — The Northmen of Dale.

Dike — An artificial embankment such as a man-made earthen wall; also an excavation.

Dúnedain — (S. "Edain of the West;" sing. "Dúnadan"). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar. Adûnaic is their native language.

Dunlendings — (Dn. "Daen Lintis.") A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland.

Eldar — (Q. "Elves"; "People of the Stars;" sing. "Elda.") The Calaquendi (Q. "High Elves") who made the Great Journey to the Undying Lands. The Vanyar, Noldor, and Teleri kindreds comprise the Eldar.

Éothéod — (R. "Horse-folk.") The descendants of the Northman refugees who migrated out of Rhovanion between T.A. 1856 and T.A. 1899. Heirs of the horse-loving Éothraim, they first settled in the western vales of the Anduin (near the Gladden Fields) after being forced out of their homeland by the Wainriders. In T.A. 1977, they migrated northward, this time to the upper vales of the Anduin. There, they became known as the Éothéod. Later, in T.A. 2510, they moved south to Calenardhon in Gondor, where they founded the Kingdom of Rohan and became known as the Rohirrim.

Éothraim — (Rh. app. "Glorious Horsemen.") The six tribes of Northman horsemen who occupy the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimútéothraim, or "Gathering of the Glorious Horses," they are the ancestral culture of the Éothéod and the Rohirrim.

Esgaroth — (S. "Veiled Foam"?) Lake-town. A great commercial town and freshwater port, Esgaroth is located in the midst of Long Lake. It is the chief center of trade for goods passing between the Wood-elves of Mirkwood and the Northmen of Wilderland.

Erebor — The Lonely Mountain. An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of Long Lake. The River Running (S. "Celduin") begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor's southern flank.

Eriador — All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"). Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and, by most, Dunland, and Enedhwaith.

Gondor — (S. "Stone-land.") Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions — (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anórien; Ithilien; Lossarnach, Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith).

Gramuz — (Rh. "Plainsmen") The sedentary Northman farmers and herders of the Rhovanion prairie.

Great Plague — Awful plague that struck Rhovanion in T.A. 1635 and swept through Gondor in T.A. 1636-37.

Ithilien — (S. "Land of the Moon;" R. "Moonlending.") Although technically a province, Ithilien is essentially a royal fief in northern Gondor. Founded by Isildur, its capital is located at Minas Ithil (later called Minas Morgul). Ithilien encompasses all the lands north of the river Poros, south of the Dead Marshes (Nindalf), east of the Anduin, and west of Mordor. The river Ithilduin flows through the center of the province, dividing it into two parts: Forithilien (North Ithilien) and Harithilien (South Ithilien).

Harad — (S. "South.") The vast region located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. (See Umbar below.)

Khazâd-dûm — (Kh."Dwarf-mansion"; S. "Hadhodrond"; W. Dwarrowdelf".) It is also known as Moria — (S. "Black Chasm"), the Black Pit, and the Mines of Moria. Khazâd-dûm stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar, and extends beneath the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazâd-dûm was abandoned in T.A. 1982, two years after the release of the Balrog.

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir "the Usurper" against King Eldacar.

Lakemen — The Northmen of Lake-town (Esgaroth) and the settlements surrounding Long Lake.

Lindal — (S. "Mere's End") The waterfalls at the southern end of Long Lake. Lindal marks the exit of the lakewaters, as they spill over a eighty-foot cataract and resume their course as the River Running (S. "Celduin").

Londaroth — The ruined Northman town standing below the Long Lake by Lindal.

Long Lake — (S. "Annen") A long, deep lake located on the River Running, Long Lake is situated just to the east of Mirkwood and south of the Lonely Mountain. The Taurduin, or "Forest River," meets the River Running at Long Lake. Lake-town rises out of the lakewaters near this confluence.

Long Marshes — (S. Aelinann") The wetlands surrounding the lower portion of the Forest River (S. "Taurduin"), east of Mirkwood and west of the Long Lake.

Lórien — (S. "— Dream".) Also known at various times as Lothlórien (S. "Dreamflower"), Laurelindorenan (S. "Land of the Valley of Singing Gold"), Lorinand, Lindórinand (N. "Land of the Singers"), and Dwimordene (R. "Haunted Valley".) The Golden Wood was formally established by Galadriel in S.A. 1375, although a number of Nandor Elves preceded her there.

Misty Mountains — (S. "Hithaeglir.") Snow- and mist-capped mountains which run southward from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley(S."Nan Anduin") and (according to some) Rhovanion.

Moat — A defensive ditch.

Mount Gundabad — The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued forth from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

Noldor — (Q. "The Wise"; alt. "The Deep Elves".) The Second Kindred of the Eldar.

Númenor — (S. "West-land" or "Westernesse.") The large, fertile island continent located in the middle of the Great Sea (S. "Belegaer") from its creation at the beginning of the Second Age until its destruction in S.A. 3319. From S.A. 32 until its Downfall (A. "Akallabêth"), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúnadan race that later dominated western Endor.

Osgiliath — (S. "Fortress [or 'Citadel'] of the Stars.") Originally founded as the capital of Gondor, Osgiliath is situated on both sides of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith.

Ost-in-Edhil — (S. "Fortress of the Eldar".) Capitol city and citadel of the Elf-kingdom of Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron's armies. Oropher and Thranduil briefly resided there during the Second Age.

Pelargir — (S. "Garth of Royal Ships.") Great port city on the Anduin. Founded by the Faithful of Númenor in S.A. 2350, it is the oldest city in Gondor. Pelargir is the capital of Lebennin and serves as the home for the Royal Fleet.

Portcullis — A vertical, sliding grill with spiked tips that serves as a barrier gate.

Rohan — (S. "Horse-land.") Calenardhon after T.A. 2510. Called The Mark or Riddermark, it is a fertile, grassy region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan's chief town is Edoras.

Rhovanion — (S. "Wilderland;" lit. "Wild Place.") Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Carnen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion.

Silvan Elves —Also called Avari (Q. "Refusers"), the Silvan Elves include all of the Quendi who are not Eldar.

Sindar — (S. "Grey Elves", alt. "Elves of Twilight".) The Sindar are neither Moriquendi nor Eldar.

Woodland Realm — The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm's people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood.

Woodmen — A distinct group of Northman clans who reside in the depths of Mirkwood. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families. Their chief settlement is at Woodmen-town in southwestern Mirkwood.

1.2 ADAPTING THIS MODULE TO YOUR CAMPAIGN

This module is designed for use with most major fantasy role playing systems. Since the various FRP rules have their own particular approaches to combat, spells, and character generation and development, certain common descriptive terms have been selected for the individual outlines of places, people, creatures, and things. Unfortunately, statistical data such as bonuses and character "stats" differ widely between systems; after all, they are keyed to specific game mechanics. ICE has chosen to use percentile (D100) terms as a base, since conversion to D20, D18, and D10 can be achieved with relative ease. (Note Section 1.32 for a handy conversion chart.) Player character and NPC characteristics/stats are also detailed in one particular manner; again, simplicity and consistency have been emphasized, and conversion to your game system should be relatively painless.

Keep in mind that fantasy role playing is by nature a creative experience, and the individual GM or player should feel free to incorporate his/her own ideas into their game.

The following steps may be helpful when beginning to explore the region here described:

(1) Read the entire module to get a flavorful idea of the region;

(2) Reread the sections devoted to notes for the Gamemaster and converting statistics for your game system;

(3) Choose the time setting for your campaign. Should you choose to run a game at the beginning or end of the Third Age, or early in the Fourth Age, pay particular attention to the section devoted to this region "at other times." In fact, this section will give the GM an idea of the consideration involved with setting a campaign at any date other than that chosen here. ICE chose the mid-Third Age as a particularly exciting era, but you may enjoy another time even more;

(4) Assemble any source materials you find necessary;

(5) Research the period you have chosen and compose any outlines you need in addition to the material provided here;

(6) Convert the NPC, trap, weapon, spell, and item statistics to terms suitable to your game. Note changes in the system you are using which must be made in order to keep your campaign in line with the flow of life in Middle-earth;

(7) Create a total setting, using lots of maps to detail patterns and provide a creative framework. In this way you will have a rich and consistent world, and the foundation data will give you the flexibility to detail random areas and events.

1.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note the character statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. Most FRP systems will relate to the data, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

1.31 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons®*, simply double the number of hits your characters take or halve the hit values found in this module.

1.32 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

1.33 CONVERTING STATS

Ten stats are used to describe each character detailed in the module. Should you use a character development system with different characteristics and/or an alternative number of stats, simply follow these steps:

1) Assign the appropriate stat from your FRP system to the value given beside the analagous characteristic listed in the module. If your rules use fewer stats, you may wish to average the values for those combinations of factors which contribute to a characteristic found in your system (e.g., dexterity = an average of quickness + agility). Should your guidelines utilize more stats to describe part of a character, you may wish to use the value provided for more than one "corresponding" characteristic (e.g., you might use the value assigned to constitution for both endurance and durability). The following is a chart listing some examples of equivalent stat terms:

STRENGTH: *power, might, force, stamina, endurance, condition, physique, etc. Note that the vast majority of systems include strength as an attribute.*

AGILITY: *dexterity, deftness, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.*

QUICKNESS: *dexterity, speed, reaction ability, readiness, etc.*

CONSTITUTION: *health, stamina, endurance, physical resistance, physique, damage resistance, etc.*

SELF DISCIPLINE: *will, alignment, faith, mental strength or power, concentration, self control, determination, zeal, etc.*

EMPATHY: *emotional capacity, judgement, alignment, wisdom, mana, magical prowess, bardic voice, etc.*

REASONING: *intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgement, I.Q., etc.*

MEMORY: *intelligence, wisdom, information capacity, mental capacity, recall, retention, recognition, etc.*

INTUITION: *wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.*

PRESENCE: *appearance, level-headedness, panic resistance, morale, psychic ability, self control, vanity, perceived power, mental discipline, bardic voice, charisma, etc.*

2) Convert the statistical value of the assigned characteristics to numbers appropriate for your game. If your FRP system uses percentage values, no change should be necessary. If not, use the conversion table.

1.34 CONVERTING COMBAT ABILITIES

All combat values are based on ***MERP*** or ***Arms Law/Claw Law.*** The following guidelines will also aid conversion.

1) ***Strength and Quickness bonuses*** *have been determined according to the table in 1.32 above. Note that the stats you are using and compute these bonuses using the rules under your system;*

2) ***Combat adds based on level*** *included here are: +3/level for fighters and rogues, +2/level for thieves and warrior monks, and +1 /level for bards, monks and rangers. Simply take the level of the character, note his character class (or equivalent under your system), and compute any offensive bonuses (due to level) appropriate for your game. Note that the bonuses other than those mentioned under armor type are "offensive" adds.*

3) *If your system is based on* ***Skill Levels*** *(or other skill increments), use the offensive bonus as given. You may have to convert the add to a non-percentile value. Alternatively, you may wish to note Section 1.37.*

4) ***Armor Types*** **(AT)** *are based on the following breakdown:*

AT	*Covering Description*
1	*Skin (or light/normal clothing)*
2	*Robes*
3	*Light Hide (as part of body, not armor)*
4	*Heavy Hide (as part of body, not armor)*
5	*Leather Jerkin (pliable leather)*
6	*Leather coat*
7	*Reinforced Leather Coat*
8	*Reinforced Full-Length Leather Coat*
9	*Leather Breastplate*
10	*Leather Breastplate and Greaves*
11	*Half-Hide Plate (as part of body, not armor)*
12	*Full-Hide Plate (as part of body, not armor)*
13	*Chain Shirt*
14	*Chain Shirt and Greaves*
15	*Full Chain*
16	*Chain Hauberk*
17	*Metal Breastplate*
18	*Metal Breastplate and Greaves*
19	*Half Plate*
20	*Full Plate*

Simply look at the armor description and substitute the appropriate armor type/class from your FRP system;

5) ***Defensive bonuses*** *are based on the NPC's quickness bonus as computed on the table in 1.32. Where the defensive bonus is in parentheses, the value also includes the added capability of a shield (an extra 20 for non-magic normal shields, plus any value for magical enhancement). In such a case, simply note that there is or is not a shield, and if there is, what type.*

1.35 CONVERTING SPELLS & SPELL LISTS

Spell references provided here are in the form of "lists," groupings of related spells. Each list has a common theme and normally will have a different but related spell at each level. For instance, knowledge of "Fire Law" to tenth level would result in the acquisition of 10 similar fire-based spells, one of each level from one to ten. Whether the spell user could effectively cast these spells would be up to the GM, the system, and the caster's level or degree of skill. FRP systems using rules which provide for the learning and development of spells through "colleges" or along specialized lines employ concepts similar to those used in this module.

Many systems, however, dictate that player characters or NPCs undertake to learn but one spell at a time, often with no requirement that its subject matter/effect relate to a particular background or pattern. Converting the NPC spell lists to individual spell counterparts will be more difficult, but can be achieved with relative ease using the following guidelines:

1) *Look at the NPC's spell lists and note the various names for the groupings. Each name will indicate what type of spell specialization the NPC has followed (e.g., the "Fire Law" list indicates a preference for fire-oriented spells);*

2) *Note the NPC's level and determine the number of spells or spell groupings he/she would have under your game system. Also consider the level of power of accessible spells the NPC would have (e.g., a 5th level magician under your rules might have a maximum of 8 spells - two 3rd level spells, three 2nd level spells, and three 1st level spells).*

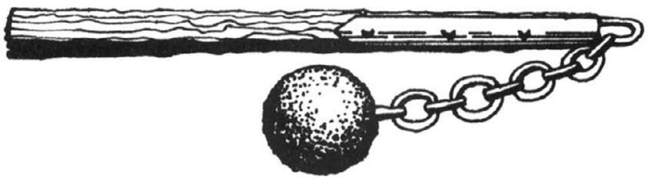
3) *Select spells from your system appropriate for a spell user of the NPC's level and profession, keeping in mind that the preferences indicated in the module should be followed where possible.*

1.36 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6 depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character respectively. Remember to reduce appropriate bonuses accordingly.

1.37 SKILL BONUSES

General skill bonuses can be obtained by taking the level of the character and calculating the appropriate bonus under the system being used. An NPC's add, as noted above, will be based on a compilation of level, his weapon and/or other items, the relevant stats, and skill levels. The normal bonus derived from skill development has been computed as follows: ***(a)*** *where the skill level is zero the bonus is -25, a reflection of basic unfamiliarity;* ***(b)*** *a bonus of +5 is awarded for skill level one (a +30 increase);* ***(c)*** *for each skill level between one and ten an additional +5 bonus is applied;* ***(d)*** *for skill levels eleven through twenty the additional bonus is +2 (e.g., skill level nineteen yields +68);* ***(e)*** *for skill twenty-one through thirty an additional bonus of +1 per level is awarded (e.g., skill level twenty eight yields +78);* **and *(f)*** *a bonus of +1/2 is given for each skill level above thirtieth level.*



1.38 LOCKS AND TRAPS

The locks and traps found in this module are described in terms of difficulty to unlock or disarm. Subtractions are from the rolls representing a person's attempt to find or overcome these devices. The difficulty factor may represent a specific column on an action/maneuver chart (e.g., ***Rolemaster***) or an additional subtraction or modification to the attempt roll.

In any case, the terms are descriptive and will help the GM determine whether the trap is of above average difficulty, and how tricky it is relative to other devices and the PC's skills. The descriptive term is a relative constant based on the following order of modification: Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (+30), Sheer folly (-50), Absurd (-70). Poor lighting, one's physical condition, nearby activity, etc. may affect the lock/trap modification number, but not the difficulty category. Thus, a trap might read "very hard (-50)," indicating it is normally a "-20" construct, but other factors (e.g., dark) make it harder to disarm.

These additional problems are easier to overcome than the intrinsic complexity of the mechanism; this explains why it differs from another well-lit trap which reads "sheer folly (-50)" (to disarm). The "-50" associated with the "very hard" trap can, with thought, easily be reduced to "-20," but no more advantage is normally attainable, short of disassembling the mechanism. We suggest that a modified (D100) roll exceeding 100 results in success; skills, stats, etc. should be applied versus the difficulty subtraction and the roll to yield a result.

2.0 INTRODUCTION

NOTE: *Mirkwood forms the heart of Rhovanion. This work covers all of this dramatic domain.*

Rhovanion, or Wilderland, is home to Thranduil's Wood-elves, the Dwarves of the Iron Hills, and various Northmen groups of the mountains, woods and plains. It is a rugged region untamed by any dominant civilization. Encompassing the ancient forest of Mirkwood, once called Greenwood the Great, this wild country is also the abode of Giants and Dragons and other powerful beasts, creatures who inhabit the mysterious Mountains of Mirkwood and the cold but serene Grey Mountains.

Rhovanion is vast, varied, and strategically located. The rich Anduin Valley comprises its western flanks, a border fronted by the sheer cliffs of the mighty Misty Mountains. To the north, the Grey Mountains stand along the frontier, separating the area's cool, wooded highlands from the bleak Northern Waste. Wilderland's vast plains border the great Kingdom of Gondor to the south and the wide, unfriendly country of Rhûn to the east.

2.1 A VARIED LAND

The Northmen of Rhovanion reside amongst others who ordinarily shun the Secondborn. Wood-elves live throughout northern Mirkwood, particularly in the eastern eaves where the Forest River feeds the Long Marsh. Immortal minstrels, linguists, lovers of the good life, these Silvan Folk cast their spells as they have for centuries — albeit in an ever-shrinking domain. Meanwhile, to the east, a small group of Durin's Folk mine the Iron Hills. These Dwarves, relatives of the masters of Moria (K. "Khazad-dûm") and Dwarf-smiths of the Blue Mountains, also covet the riches of the Ered Mithrin.

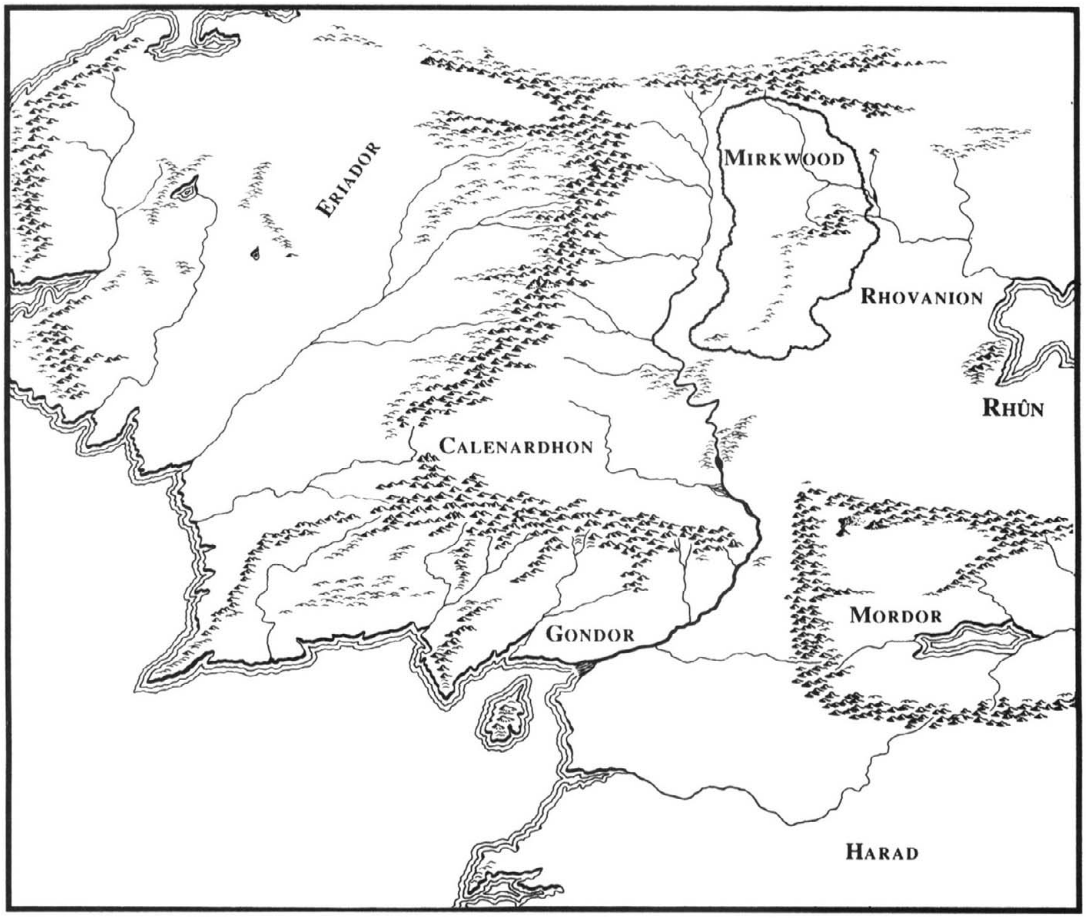
What of the Northmen — what are they like? Wild men live here, not many, but a few genuine wild men of the woods, men of little learning and culture who live closer to beasts than to other men. (Some seem more bearlike than human.) Other bands of more-sociable Northmen have settled in larger numbers along the vales of the Anduin and on the wide plains of Rhovanion to the east and south of the forest, to farm and hunt and to a small extent, trade. These men maintain bonds, however loosely, with their kinsmen in Gondor. Bound to the soil and woods of the region, these proud and independent descendants of the Edain lead a clannish existence, answering to no one but themselves.

2.2 A LAND BESIEGED

Never a center of government or a cultural magnet, Mirkwood is recovering from the recent Dark Plague, a pestilence which struck down half of the men and beasts of the area and led to famine and great suffering in the winter that followed. To add to the region's ills, Smaug the Destroyer and his winged cousins make their homes in the frozen wastes north of the Grey Mountains and breed in the Withered Heath of Desolation, a forsaken zone that testifies to the Dragon's powers of ruination. Far to the south, below Rhosgobel and the Narrows of the Forest, juts Dol Guldur. This gloomy, mist-enshrouded fortress stands as Sauron's outpost in Mirkwood, his stepping-stone between Mordor and Angmar. From there, the awful Necromancer has cast his sickening and strangling Shadow across the game and primeval greenery of what was once Greenwood the Great.

No one travels or lives in the region without falling under the shadow of Dol Guldur. While only the wise have any notion of why this mountain sheds such a ghastly spell, all can sense the the foul stench of evil and death that surrounds Amon Lanc (S. "Naked Hill"). Most hardships that befall one in Rhovanion can be traced back in one way or other to the influence of that accursed craggy peak.

Yet conflicts have arisen that apparently have nothing to do with the Evil of that mountain. Rhovanion, the pastoral gateway between the West and the rest of Middle-earth, has become the warring ground of forces beyond its bounds. The great Kings of Gondor, in their quest for empire and the subjugation of the Easterling tribes, have brought constant conflict and bloodshed to a land which was once little more than a corridor for wandering folk. While few great wars originate in Wilderland, many battles scar the hills and plains of the region, forcing Rhovanion's inhabitants to take up arms to protect and defend their homes and fragile resources. This is a country under siege, a beautiful and bountiful domain gripped by the omnipresent threat of war and pestilence, drought and deluge, and insidious Evil.



3.0 RHOVANION HISTORY

NOTE: *Where necessary, the material in this work is set in T.A. 1640; however, we have taken care to delete time-specific references wherever possible.*

3.1 THE THIRD AGE

The First Millenium T.A., A Quiet Time

For the men of Rhovanion, life during the first millenium of the Third Age was prosperous and happy. Predictably good weather and copious harvests marked those happy times. The (now-abandoned) terraced fields below the Undeeps date back to this placid era, when the Elves and Men of the region enjoyed comfortable lives and traded their bounty for a wealth of other goods from Gondor, Eriador, and Dorwinion. Many came to settle in Rhovanion, hoping to share the modest wealth born of its fertile landscape. From Eriador there came rugged Northmen, friends of the Dúnedain of Gondor. Out of Gondor flowed a steady stream of farmers who crossed the Anduin in search of free, open land. These folk overwhelmed the indigenous folk (who were largely "common men") and blended to form the core of the Plainsman civilization of Talath Harroch (southern Rhovanion). Differences in their lifeways, language, and outlook intially kept the two groups apart, but trade and the common setting of their new homes eventually eroded most of the cultural barriers.

Some Northmen, however, remained apart. The insular Woodmen who entered Rhovanion soon after the end of the Second Age travelled south of the Old Forest Road and settled in relative isolation in the deep woods near the Gladden Fields. Their eccentric Beijabar brethren, scattered families tied to the mystical Bear Cult, helped guide the Woodmen clans across the Great River. Like the Woodmen, the Beijabar kept to themselves and clinged to their ancient tradtions. Residing in manors scattered at the edge of the woods or along the flanks of the Misty Mountains, these stalwart Northmen insured that the new roads remained safe, but they rarely mixed with others.

All the while, the Silvan Elves, or Tawarwaith (S. "Forest-folk"), lived happily in Greenwood the Great. Angalaladh, their "Elven Ring," dominated the depths of the Forest and served as the heart of their Woodland Realm. They remained fast, albeit competitive, allies of their Elven neighbors: the Galadhrim (S. "Tree-people") of Lórien. (Lórien was, after all, once home to King Thranduil and his Sinda retainers.) They also tolerated the Northmen. Despite incursions of Plainsmen into the Forest for lumber, the mostly Avar Forest-folk coexisted with the newcomers.

Nonetheless, Thranduil felt compelled to reduce the size of his kingdom as the influence of Men waxed. The retreat of the Wood-elves left the southernmost part of the forest open. Into this void came the Shadow.

The Coming of the Shadow

While the fertile hills by the Undeeps became known as the Brown Lands during the Second Age, the changes that transformed Rhovanion into Wilderland began taking place around T.A. 1000. The great Lady Galadriel, whose influence spread outward like a halo from Lórien, even into and over Greenwood the Great, saw the first clouds from the East. In time, those clouds begat great rumblings, and new enemies came forth.

Galadriel could not explain what she felt, but she slowly realized that another force entered the forest. Soon, King Thranduil did as well. However, as the songs of the Woodland-folk inexplicably took on a quieter key and the crops mysteriously dwindled, the Elves could do nothing to stay the tide of Darkness. By the year T.A. 1100, Thranduil's people had removed themselves to the northern reaches of Greenwood, and Galadriel found herself without power beyond the western edges of the forest. Many Elves moved back across the river to Lórien, while others fled north to refuges near the Aradhrynd (S. "Halls of the Elven-king"). Little did they know that they were easing the way for the spread of their worst nightmare. The Evil that had come to Dol Guldur was the Lord of the Rings.

The Elves date Sauron's entry into that mountain at about T.A. 1050. No one knew it then, though. The Dwarves who had lived within Amon Lanc and mined its volcanic depths at the leave of Thranduil's father Oropher had long since departed in search of greater riches. No one lived near the Naked Hill. No one noticed the dark-robed figures lurking in the caverns' corners, preparing the mount for the coming of their resurrected master.

The Rise of Rhovanion's Northmen

The years surrounding the beginning of the second millenium of the Third Age mark the height of the Northmen's civilization on the Plains. Gondor's empire (after 750) stretched across the Talath Harroch to the western shores of the Sea of Rhûn (the area corresponding to the Gondorian province of Dor Rhúnen), and the varied Northman groups resided throughout Rhovanion. Although their loyalties were divided between their own Chieftains and Kingdom of Gondor (which held titular control as far north as the forest edge), no conflicts arose that were serious enough to threaten the bond between Northman and Dúnadan.

The Northmen who lived in Dor Rhúnen prided themselves on being able to combine the best of both worlds; they had security, and learned much from the Dúnedain; they were independent. They traded with the Northmen outside the borders of the Gondorian empire: the Woodmen of Mirkwood, the tribes of the East Bight and the Celduin Valley, and the entrepenurial folk of Lake-town and Dale. Thus, Dúnadan knowledge passed northward and sowed the seeds of the fledgling Northman Kingdom.

Numerous individual homesteads dotted the eastern eaves and the plains to the east of the great forest. Most sprang up along the great highways, notably the East Way (S. "Men Romen"), the Horse Road (S. "Rathon Roch"), and the Way of Araw ("Men-in-Araw"). The greatest concentration of Northmen, though, was in the hills and breaks of the East Bight. There, a budding but crude urban subculture grew up in towns like Buhr Ailgra, Buhr Waldlaes (Strayhold), and Buhr Widu. The Waildung tribe dominated this area, and their Prince, while not recognized as King of the Northmen, became an increasingly important figure in trade and politics. After Gondor's overlords established an embassy in the Waildung court at Buhr Widu, other Northmen began to see the Prince of the Bight as a symbol of the land's prosperity and progress. More importantly, they found themselves forced to reckon with the more settled Waildung.

Finally, around T.A. 1248, Prince Vidugavia, the Huithyn of the Waildungs, proclaimed himself King of Rhovanion. His self-styled Kingdom included all of the lands north of the line stretching eastward from the southern boundary of Mirkwood and roughly corresponding to the territory above the East Way. Vidugavia respected the borders of Dor Rhúnen, which remained the province of his friend and supporter, King Rómendacil II of Gondor.

Although resisted by many Northmen, Vidugavia's rise proved fortuitous for the Gondorian King. His united Northmen allies provided the strength necessary for Rómendacil to defeat the a great Sagath Easterling invasion. Were it not for the aid, all of eastern Gondor might have been lost to the barbarians. The alliance insured the survival of a free Wilderland.

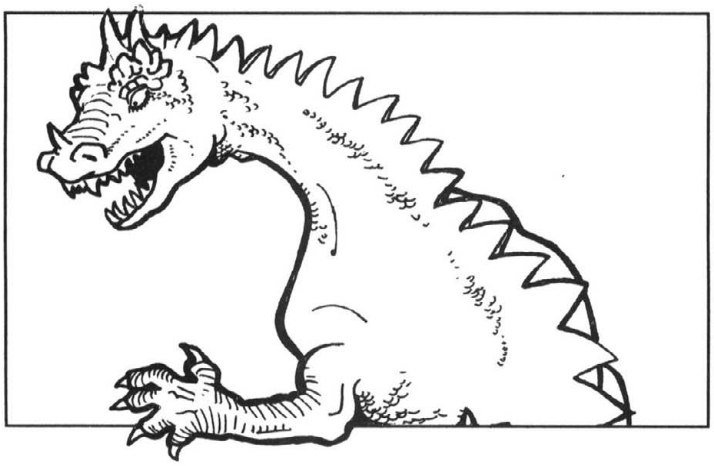
Sadly, Vidugavia's Kingdom proved short-lived, and the pact that afforded safety and momentary peace to thousands soon resulted in bloodshed. The union of Rhovanion dissolved in the wake of the inter-tribal disputes following Vidugavia's death. Meanwhile, Vidumavi, the Northman King's daughter, married Valacar and became Queen of Gondor. Her marriage served as the unfortunate catalyst for the tragic Kin-strife.

The Gondorian Kin-strife

Valacar, blonde-headed son of Rómendacil, was sent with glad tidings into Rhovanion soon after the Easterlings had been rebuffed. Indeed his move into Rhovanion marked a minor migration of men and women from Gondor into the pastoral lands to the east. He fell in love with the beautiful dark-eyed daughter of Vidugavia. They married, and the alliance between the two lands seemed safe forever.

Eldacar, son of Valacar and grandson of both Rómendacil and Vidugavia, took over rule of this greatly extended realm of Gondor in T.A. 1432. His ascension sparked rebellion. Many of his subjects, particularly those in the southern or "seaward" provinces, chafed in the face of another monarch whom they perceived to favor northern interests. The powerful Sea-lords of Lebennin, Harithilien, Harondor, and Anfalas had long assailed "impure" Eldacar's lineage. Citing that their families were pure in Dúnadan blood — unmingled with the blood of the Northerners — the southerners voiced concern that Eldacar was unworthy of the crown. When King Valacar died, the Sea-lords and their followers offered their own candidate for the throne: Castamir of Pelargir The unrest that tarnished the last part of Valacar's reign erupted into bitter civil warfare.

Too weak to resist the rebel army, Eldacar fled to Rhovanion in T.A. 1437. His rival ruled the South Kingdom for the next ten years. These were dark years in Rhovanion, for the Gondorians stopped trading with the Northmen and persecuted the non-Dúnadan residents of northern Gondor and those of Dor Rhúnen under Castamir's yoke. All the while, the rightful King mustered his allies in the North and laid the foundation for the reconquest of his Kingdom. In T.A. 1447, Eldacar returned to Gondor at the head of a largely Northman army and crushed the Usurper's forces at the Battle of the Crossings of Erui. From this point onward, the Northmen and Dúnedain grew closer, and relations between Gondor and Rhovanion were never quite the same.



The Great Plague

Nearly two centuries passed before the next great tragedy struck the peoples of Wilderland. In T.A. 1635, during the second year of the reign of Telemnar, a terrible wave of darkness came out of the east in the form of the Great Plague. Rhovanion was devastated by a wide variety of unprecedented and unspeakably terrible ills. No plague before or since rivals the scale and horror of this awful holocaust. Men died in many strange ways.

The following year the Evil spread across the Anduin and northward beyond the Celduin. There, the symptoms took fewer forms, but the effect was almost as great. Gondor and her allies reeled, and the King perished with all of his heirs. Symbol of Gondor's might, the White Tree withered and died. Osgiliath suffered the most, prompting the new monarch, Telemnar's nephew Tarondor, to lay plans to move the government from the half-deserted city to Minas Anor. Four years later the court transferred to the fortified summer capital at the foot of the White Mountains. The Watch on Mordor was abandoned that same year. Nonetheless, the young King vigorously restored order. Tarondor replaced the White Tree with a seedling planted in the citadel of Minas Anor and gathered the shards of a shattered society together, insuring the recovery of the South Kingdom.

After the Plague, however, the Gondorian King could no longer rely on duties and taxes to fill the treasury. The economy became more feudal as the old imperial tax programs waned in the face of the massive depopulation, displacement, and financial depression. This change affected Rhovanion, for the Kings of Gondor quit taxing their subjects east of the Anduin. Incentives were necessary to keep the population of the strategic province of Dor Rhúnen stable. Many of the Northmen resettled on the plains of southern Rhovanion at this time, providing the South Kingdom added military assistance in return for grazing and farming lands.

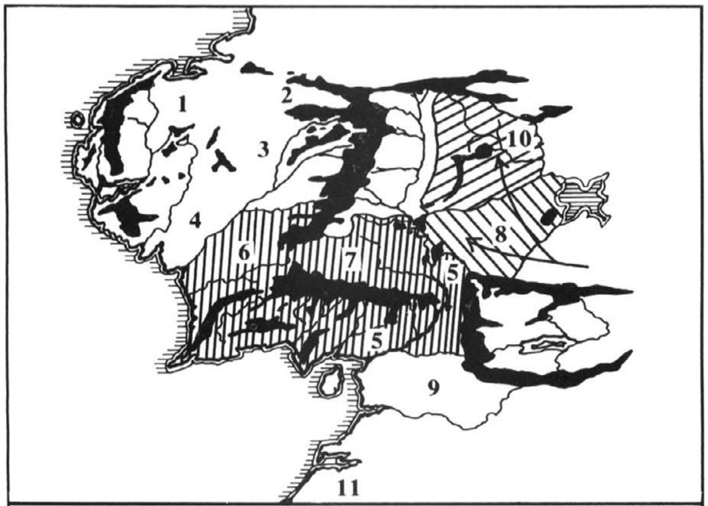
The Wainriders

Although trade in and through Rhovanion recovered during the two centuries after the Plague, many of the region's towns remained in ruin. The population, particularly in the Celduin Valley and on the eastern plains, never again reached its pre-Plague level. Towns like Londaroth Below the Long Lake were forever abandoned. The numbers of Northmen climbed, to be sure, but the area was still sparsely-settled when another devastating blow struck.

Summoned out of the East, the next ill wind struck Rhovanion in T.A. 1854. It came in the form of hordes of migrating Easterlings, the so-called "Wagon-folk" or "Wainriders." These fierce, swarthy nomads were actually of the Sagath confederation, the western branch of the Logath peoples of Rhûn. Pressured by the their relentlessly bloodthirsty neighbors, the Asdriags, the Wainriders poured out of western Rhûn in countless numbers. They overwhelmed the Gondorians and the Éothraim Northmen of Dor Rhúnen at the Battle of the Plains and swept across the Talath Harroch like an unbroken storm.

Once more, the Dwarves and Elves retreated into their well-guarded bastions while the Northmen fled or suffered the ravages of war. The Wainriders crushed the relatively disunified Northmen in short order and, for the next forty-three years, the Wainriders alternately brutalized and slaughtered most of Rhovanion's inhabitants. Many of the Northmen escaped into the Vales of the Anduin with Marhwini and the remnants of the Éothraim tribes, but many more perished.

The carnage ended in T.A. 1899, when the Northman Princes and their men arose in revolt and toppled the brutal Wainrider Kingdom. However, for the next 600 years the Wainriders, the Asdriags (aka "Balchoth"), and the Orcs of the Grey Mountains terrorized Rhovanion and insured that Gondor would never again lay claim to the lands once called Dor Rhúnen.



Northwest Endor, T.A. 1600-1900
Arrows depict thrust of Wainrider invasion, T.A. 1854. **1**= Arthedain; **2**= Angmar; **3**= No Man's Land (Rhudaur); **4**= Cardolan; **5**= Core Territory of Gondor; **6**= West Gondor, including the Westfold; **7**= Calenardhon or North Gondor; **8**= Gondor's Eastlands, weakly ruled after Great Plague of 1635-37, relinquished in 1854-55; **9**= Harondor, contested by Gondor and the Corsairs of Umbar; **10**= Wainrider Kingdom in Rhovanion 1854-99; **11**= Umbar.

The Dwarven Migrations

But not all bad luck befell the Men of Rhovanion alone. In T.A. 1980, Dwarves mining for mithril in Moria accidentally released a Balrog, an awesome and abhorrent "Demon-of-Might" who had been entrapped in the Underdeeps since the end of the Elder Days. Fleeing the beauty and protection of their subterranean city, the Dwarves wandered for years before Thráin I, King of Durin's Folk, led his people to Erebor (S. "Lonely Mountain") in northern Rhovanion. There, at the headwaters of the Celduin (S. "River Running"), they founded the Kingdom under the Mountain in T.A. 1999. Soon after, Thráin discovered the priceless jewel called the Arkenstone in the heart of the solitary peak. Thráin's prize became the House of Durin's most-revered heirloom.

Shortly after its founding, the Dwarves abandoned their Kingdom Under the Mountain in favor of a new settlement to the north. The discovery of gold and gems in the Grey Mountains spurred Thorin I to lead his folk out of the Lonely Mountain to found another colony and tap this immense lode. The new Dwarf-hold prospered for nearly six hundred years but the success of its industrious inhabitants eventually proved to be its undoing. In the course of mining, the Dwarves stirred the long-dormant Dragons residing in the heights near the Withered Heath. Cold-drakes assailed Durin's Folk. The greatest of these beasts, Ando-anca, slew King Dáin I in T.A. 2589 and captured the Dwarven treasury. Dáin's son, Thrór, rallied his people, but the Naugrim lost any hope of reclaiming their stronghold. King Thrór led the majority of the Dwarves back to the Lonely Mountain, while his youngest brother Grór took a smaller party further east. Grór founded the realm in Iron Hills, which, albeit poorer, proved safer than the refound Kingdom Under the Mountain.

The Coming of Smaug

Smaug the Golden, the greatest winged fire-breather to reside in the Grey Mountains, flew southward out of the Withered Heath in T.A. 2770. Smelling the newly-mined wealth of Erebor, the covetous Drake sacked the Mountain, roasted or drove off the Dwarves, and settled into the Great Hall of Thrór. There, he nested upon an inestimable bounty of gold, silver, mithril, and gems — not to mention jewelry and arms defying description. For the better part of two centuries Smaug ruled his roost in Erebor as the Dwarves licked their wounds at Grór's court in the Iron Hills, or in the Blue Mountains beyond Eriador (where they worked dishearteningly as smiths and iron-mongers).

Smaug also laid waste to the entire upper Celduin Valley, including the Northman town of Dale. The Dragon left a barren, blackened wasteland where there was once a pleasant, profitable (and unprotected) town on the banks of the River Running. The few surviving Dale-men ran south to Esgaroth on the Long Lake. Most became fishermen. None sought to resettle Dale for the next 170 years.

"There and Back Again"

In the middle of the twenty-eighth century, the Istar Gandalf reentered Rhovanion's history. Seeking the dying and tormented Dwarf-king Thráin II, the Grey Wizard entered the Necromancer's dungeons in Dol Guldur. While he failed to save Thráin II, Gandalf secured the Dwarf's magic key to Erebor and a long-secret map of the Lonely Mountain. More importantly, he discovered what he feared most: that the Necromancer of Mirkwood was in fact Sauron.

Gandalf's discovery prompted the White Council to act in unison. Sauron fled in T.A. 2941 and reentered Mordor, leaving Dol Guldur temporarily unoccupied. For only the second time in nearly nineteen hundred years, the Evil One left Mirkwood.

That same year, the Grey Wizard persuaded Thráin's heir, Thorin II (Oakenshield), to join him on an expedition back into the Lonely Mountain. Gathering other Dwarves — Balin, Bifur, Bombur, Dori, Fíli, Glóin, Kíli, Nori, Óin, and Ori — and the Hobbit Bilbo Baggins, Gandalf and Thorin set out on seemingly hopeless task of retaking the Lonely Mountain from Smaug.

As recounted in Bilbo's narrative, *There and Back Again* (also known as *The Hobbit*), the unlikely adventurers achieved remarkable success. Bilbo secretly entered Erebor and, after stirring Smaug, indirectly led to the Dragon's demise. When the golden Fire-drake subsequently attacked Lake-town, Bard slew him with a bowshot. Thus, the Lonely Mountain was open to Thorin's claim and the Dwarves refound Thrór's realm. Their celebration, though, was exceptionally brief, and it took a great victory at the Battle of Five Armies before the Kingdom Under the Mountain could be reestablished.

The Battle of Five Armies

This fateful clash transpired at the base of Erebor, and the fighting raged across the waste between the Mountain and the ruins of Dale to the south. Thorin and his Dwarves, many of whom marched to his aid from the Iron Hills, counted Wood-elves of Mirkwood and the Men of Esgaroth and Dale as his allies. The Elf-king Thranduil and Bard the Dragon-slayer led their forces against the dreaded Orcs of Bolg and a horde of bloodthirsty Wargs, while Thorin held the gate into the Lonely Mountain. The Free Peoples prevailed and, aided by the Great Eagles and the mighty Béijaba Beorn, routed and slaughtered the Goblin-host and cut down the foul Wargs by the score.

In the aftermath of the battle the Dwarves' new King, Dáin Ironfoot (King of the Iron Hills) wisely granted the Wood-elves and the men of Esgaroth and Dale generous compensations for their efforts in retaking Erebor. Then Dáin buried his slain predecessor with the honors he so richly deserved. The fallen Dwarf-king Thorin Oakenshield was laid to rest with the Arkenstone on his breast and the magic Elf-sword Orcist at his side.

Meanwhile, Thranduil returned to Aradhrynd and Bilbo went home to the Shire in Eriador. Bard the Bowman, slayer of Smaug, resolved to rebuild his ancestor's home in the shadow of the Mountain. Bard ruled as King of Dale and restored the once-thriving trade of the upper Celduin Valley.

The Spreading Shadow

With each passing year the strength of the Dark Lord grew and his enemies became fewer. By the end of the third millenium the Shadow of Mordor extended over most of Middle-earth. Arnor, the North Kingdom, had fallen and Eriador became largely deserted as a result of the constant fighting between the Dúnedain and the Witch-king of Angmar. Even Saruman, the Master of the White Council, had fallen prey to the Evil woven by the Lord of the Rings. The White Istar began to embark on his own dark course, vainly seeking the lost Ruling Ring.

Gondor remained the chief obstacle in the path of Sauron's plan to become King of Men. However, the South Kingdom was greatly weakened: its line of Kings ended, its Dúnadan armies were driven out of the East and South. Gondor's sparse allies in Rhovanion were forced to rely on their own resources to survive the depredations of Orcs and Easterlings. The Woodmen retreated deep into Mirkwood, and the Beijabar rarely strayed from their scattered homesteads. Only the Celduin Valley stayed clear of the Shadow. With the aid of their Elven neighbors in northern Mirkwood, the Men of Esgaroth and Dale retained their freedom and fostered trade in the North.

So much of the rest of the story has already been told: the young Stoor from the Gladden Fields who rescued the One Ring from the depths of the Anduin and died at the hands of his jealous cousin; Sauron's fear that another great lord would employ his precious Ring against him; the long search, and the coming of the Nazgûl to the Shire of Eriador. Then came unleashing of the forces of Evil — as Saruman's servants assailed Rohan and Gondor from his hold at Isengard, and Sauron of Mordor sent armies into the unconquered lands east of the Misty Mountains. Hordes of Orcs and Easterlings, Trolls and Haradrim, Wolves and Mûmakil assailed Gondor and Rhovanion as the War of the Ring reached its climax. The Shadow grew stronger until the Hobbit Frodo took the Ring to the Crack of Doom and (with the "help" of Gollum) sealed the fate of Sauron.

During this dramatic and apocalyptic struggle, the Elves of Lórien and the Woodland Realm crushed attacks from the Armies of Dol Guldur. Bard II of Dale and the Dwarves of Erebor also beat back savage assaults, withstanding a fierce host of Easterlings and the Orc-hordes of Mount Gundabad in the three-day Battle of Dale. When the forces of Darkness took to flight, Celeborn and King Thranduil marched to take the citadel of Dol Guldur. The vast complex fell after a brief fight and Galadriel cleansed its halls of Sauron's legacy. At last, Rhovanion was once again free of the great Evil.

Into the Fourth Age

With the Ring destroyed and the Evil One forever cast into the Void, the Fourth Age dawned. Good feelings stirred throughout Wilderland as the Age of Men began. The forest for so long called "Mirkwood" now rang with the songs of the birds who had lived through all the sadness with unwavering help of Radagast the Brown. Many Elves returned across the Anduin from Lórien and

THE TALE OF THE ENTWIVES

There once was a time when birds sang sweetly and flowers bloomed throughout this realm. We must remember that Southern Rhovanion was once the happy home of the Entwives, the keepers of small growing things and the teachers of agriculture. During the First Age — no one is quite sure when — the Ents and Entwives left their ancestral home of Beleriand and moved eastward into Eriador. They roamed these reaches for centuries, slowly moving to the south and east until they passed through the mountain gap below Isengard and came near the shores of the Anduin. Strangely, they separated, and the Ents remained to tend the Ancient Forest (where they cared for the Tree-spirits, the Huorns) while the Entwives chose to cross the Anduin River. There they planted gardens more sumptuous than any known before or since. Luscious fruits hung on the vine. The sweet scent of nectar wafted through the air. Harmonies between the earth, the water, and the air could almost be heard, and could always be seen, thanks to the special touch of the Entwives. Those few Men who lived in this region learned the art of agriculture from the Entwives. These Men revered the mothers of the soil.

The Entwives dwelt in the region now called the Brown Lands, but those lands were far from brown in those years gone by. When Ents and Entwives (S. "Enyd" or "Onodrim") lived together, a harmony was formed much like the partnership of Heaven and Earth, and their parting was sorrowful. Nonetheless, each gave his own gift to the olvara. The Ents secured a link with the elements of air and fire, and spoke to the winds and the birds in the skies. The Entwives provided a link with the elements of earth and water, and it was their way to sing to the rivers and the stones, and order their plentiful gardens. Ents favored greater trees, the tallest of the Olvar; their Wives looked to all the other plants. Just as the Ents saw to the healthful growing of plants upward to the sun and sky, the Entwives performed a complementary task by seeing to things closer to the soil, and to the underground necessities of the olvar. They created intricate underground networks of chinks and holes, tunnels and waterways, and their needs were lovingly served by earthworms, moles, millipedes and grubs.

Once the Ents had abandoned their Wives, they began to dwell on their own passions and slowly took root in the Great Western Forest (which once stretched from Fangorn and the Field of Celebrant to the reaches of the Old Forest in Eriador). In their absence, the Entwives gradually forsook the bond they shared with the Ents. No one knows quite what became of them, not even their husbands. Many speak of the "moving trees" periodically seen in Eriador; others say they fled to the East when Sauron of Mordor laid waste to their home. Some conjecture that they migrated under the earth, to mingle with their own elements. Indeed, one might delve beneath Brown Lands today and still find evidence of the Entwives, although the traces of their gardens are now lost in the parched hills along the Anduin south of Mirkwood and east of the Limlight and the Wold, a region made "brown" in the last days of the Second Age. Only the eroded hill-folds that were once terraces give one a hint of the green plots that once graced this land. Without the deft touch and gentle love of the Entwives, growth could no longer prosper. Some say that if only the Ents would return with their songs to the sky and the wind, the Entwives would also resurface, and the Brown Lands would grow green again.

reclaimed their ancient homes. They renamed Mirkwood, recalling its old name: Eryn Lasgalen — Greenwood the Great. Reopening its leafy shades, the Elves brought light into the primeval forest.

The Northmen of the Plains prospered as they moved their herds into lands long threatened by the spectre of Easterling barbarism. Farmers began enjoying plentiful harvests. The Woodmen and the Beijabar rejoiced, no longer in fear of Orcs attacking out of their myriad lairs in the Misty Mountains.

The hold in the Hill of Sorcery had been ruined, the walls cast down by Galadriel, although it took the Elves and Men long months to cleanse the mountain. Indeed, legends say that the minions of Darkness have reclaimed the caves underground. But servants of Evil have (at least for now) greatly dwindled, and the harm they can inflict, now that Sauron has been overwhelmed, will amount to very little compared to the past horrors.

3.2 THE TALE OF YEARS

The Second Age

ca. 1 — The Entwives cross the Anduin and settle in eastern vales around the fords known as the Undeeps. They teach Men of agriculture.

? — The Entwives mysteriously desert their gardens, which fall into ruin. Their farmland eventually becomes known as the "Brown Lands" (S. "Dor Firnen").

ca. 2251 — After a dispute with the Noldor, Oropher leaves Lórien and enters Greenwood the Great. A small group of Sinda exiles, including his son Thranduil, accompanies him across the Anduin. Uniting the Silvan Elves (Avari), he founds the Woodland Realm.

ca. 2500 — Disturbed by the rising power in Mordor, and the closeness of Celeborn and Galadriel in Lórien and the Dwarves of Khazâd-dûm, Oropher moves his people away from their settlements around Amon Lanc (S. "Naked Hill"). The Dwarves abandon their mines in the great, extinct volcano.

3434 — Oropher is slain in the War of the Last Alliance. Leading a large contingent of his Forest-folk during the first assault on the Black Land, he prematurely rushes the Mordorean defenses and dies in the fighting before Gil-galad's forces arrive to stave off disaster. Thranduil succeeds Oropher as King of the Wood-elves.

3441 — The forces of the Last Alliance enter Barad-dûr. Elendil the Tall and Gil-galad die fighting the Evil One, but the Dark Lord is overthrown when Elendil's son Isildur cuts the Ruling Ring from Sauron's finger. Sauron and the Ringwraiths pass into the Shadows as the Second Age ends.

The Third Age

ca. 1-500 — Migrating in waves out of Eriador to the west, the Northmen arrive in Rhovanion. The Beijabar occupy the area around the Misty Mountain passes, while Woodmen forge a new life beside Thranduil's Elves in the southwestern part of Greenwood the Great. Later, the Northmen entering southern Rhovanion through the Gap of Rohan settle the open lands of Talath Harroch. Most become Gramuz or Plainsmen, but the six semi-nomadic tribes of herders evolve into the Éothraim — the Horse-lords. Others push northward, building towns along the highways and riverways of central and northern Rhovanion. These groups become known as the urban Northmen, and include the Lakemen and Dalemen of the Celduin Valley.

ca. 1-1000 — Loosed from Sauron's grip, Easterlings stage erratic attacks on southern Rhovanion. Galadriel extends her influence beyond the borders of Lórien into the southern eaves of Greenwood, settling many of her people in the area by Thranduil's Wood-elves.

2 — Isildur, the King of the Realms in Exile, leaves Gondor and heads northward up the Anduin Valley toward Arnor. His party is attacked by Orcs near the Gladden Fields (S. "Loeg Ninglor"). During Isildur's flight across the Gladden River (S. "Sîr Ninglor"), the One Ring drops from his finger. The Orcs slay Isildur but the Ruling Ring is lost in the depths of the marshy river delta. From this resting place the Ring begins to exert an eerie influence on the nearby lands.

379-89 — King Anardil of Gondor sends his son to claim great tracts of land east of the Anduin. The Gondorians call this region Dor Rhúnen (S. "Eastern Land").

411 — Death of Anardil. His son is crowned Ostoher, "Commander of the East."

420 — Ostoher rebuilds Minas Anor.

ca. 500 — Easterlings invade Gondor.

492 — Death of Ostoher. His son Tarostar immediately drives the Easterlings back, and with the aid of the Northmen, crushes them. Tarostar takes the name Rómendacil (I), the "East-victor."

541 — Tarostar is slain in a skirmish while trying to drive a new Easterling horde out of Dor Rhúnen. His son, Turambar, ascends the throne and quickly avenges his father's death.

748 — Atanatar I dies after subduing the invaders. His son Siriondil takes the Gondorian throne. He officially exacts a tribute from the Northmen and absorbs Dor Rhúnen as a Royal Territory of Gondor.

ca. 1050 — Sauron secretly enters Amon Lanc, renaming it Dol Guldur (S. "Hill of Sorcery") and making it his refuge.

1050-1100 — Thranduil builds the Halls of the Elven-king (S. "Aradhrynd") in a hill overlooking the northern bank of the Forest River (S. "Taurduin") in northeastern Mirkwood.

1050-2063 — The Shadow grows over Greenwood the Great. The forest eventually becomes known as Taur-e-Ndaedelos, or "Mirkwood." The power in Dol Guldur is simply called the "Necromancer," for no one save the Úlairi (Nazgûl) know that the Lord of the Rings resides in the solitary volcano.

1149 — Death of Hyarmendacil I. Peace settles upon the Talath Harroch.

1248 — Vidugavia, the Prince of the Waildung tribe of the East Bight, proclaims himself King of Rhovanion. He helps the Gondorian Crown-prince, Minalcar, defeat the Easterlings of Rhûn. This valiant stand cements the ties between the Dúnedain and the Northmen of Rhovanion. Minalcar takes the name "Rómendacil II."

1253 — Valacar, son of Rómendacil II and emissary to Rhovanion, marries Vidugavia's daughter Vidumavi. Soon after, their son Vinitharya (Eldacar) is born.

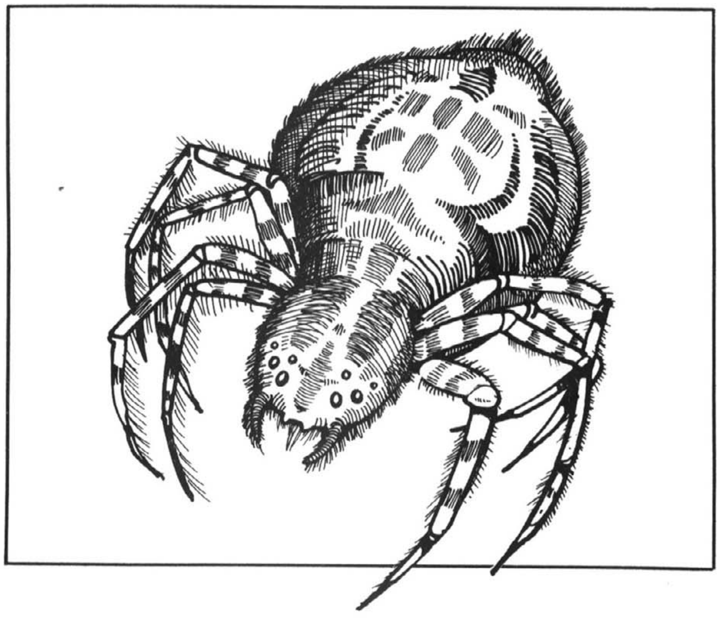
1253-1432 — The Sea-lords of Gondor grow discontented with the King's apparent favoritism toward the North. Disturbed that King Valacar's heir has mixed blood, they begin challenging the Crown. Led by Rómendacil's grand-nephew, Castamir, the Sea-lords question Eldacar's loyalty. They fear that he will serve two masters: both Gondor and the Northmen of Rhovanion.

ca. 1300 — The Witch-king founds his realm in Angmar, in the northern Misty Mountains. Members of the last Hobbit tribe to leave Rhovanion, the Stoors, begin departing from the Anduin Valley. Many Stoors enter Eriador and resettle in the Angle of Rhudaur. Thus, they join the Harfoots and Fallohides west of the Misty Mountains.

1300-1975 — The Witch-king wars on the Arnorian successor states: Arthedain, Rhudaur, and Cardolan.

1432 — Death of Valacar. Civil war breaks out in Gondor.

1432-37 — The Kin-strife rages. The King's allies in the sparsely-settled northern provinces struggle against the Sea-lords' forces from the densely-settled southern regions. Castamir of Pelargir leads the rebels, who besiege Eldacar in the capital of Osgiliath.
1437 — Osgiliath falls. Eldacar is forced to flee to Rhovanion. Ornendil, his eldest son, is captured and put to death.
1447 — After ten years in exile, Eldacar returns to Gondor at the head of a largely Northman army. The rightful King slays Castamir and defeats the rebels in the Battle of the Crossings of Erui. The rebel surivivors flee to Pelargir, where they seize the Royal Fleet.
1448 — The Gondorian rebels land at Umbar and take the great port. There they found the Corsair state.
1490 — Death of King Eldacar of Gondor.
1635-36 — The Great Plague strikes Rhovanion.
1854 — The Wainriders, a confederation of Sagath Easterlings, sweeps into southern Rhovanion. They defeat a combined army of Northmen and Gondorians in the Battle of the Plains.
1854-1855 — Gondor relinquishes its dominion over Dor Rhúnen and abandons Rhovanion.
1854-1899 — Wainrider Kingdom in Rhovanion.
1856-1944 — Recurrent battles between the Wainriders of the East and Gondor.
1857-99 — The Éothraim and other refugee Northman groups leave the open country of Rhovanion and settle in the middle vales of the Anduin: the area between the Athrad Iaur (S. "Old Ford") and the Gladden Fields.
1899 — The Northmen revolt and overthrow the Wainrider Kingdom in Rhovanion. Nenedan Northmen found the hill-town of Maethelburg on the banks of the river Sirros.
1977 — Two years after the departure of the Witch-king from Angmar, the Éothraim are led northward by the Althayn Frumgar. The Horse-lords, who are now called the Éothéod, settle near the sources of the Anduin. Their new domain is northwest of Mirkwood and south of the Ered Mithrin (S. "Grey Mountains").
1999 — Leading refugees from Khazâd-dûm (Moria), Thráin I founds a new Dwarf-hold in Erebor (S. "Lonely Mountain"). The Dwarven King discovers the priceless Arkenstone in the heart of the solitary peak.
ca. 1999-2200 — Dwarves settle in the Grey Mountains.
ca. 2000 — The Althayn Fram, son of Frumgar, slays Scatha the Cold-drake. He claims Scatha's hoard in the face of Dwarven protests. When Fram is murdered, the Northmen of the Éothéod accuse the Dwarves of the dark deed.
2001-05 — Fram rebuilts the hillfort of Wraecaburg above the river Langwell. He creates a new capital for the Éothéod and names it Framsburg.
2050 — The Witch-king slays Eärnur. This is the end of the line of Kings of Gondor, and beginning of the era of Ruling Stewards.
2063 — Attempting to discover the nature of the Necromancer, Gandalf enters Dol Guldur. Sauron eludes him by fleeing into the East.
2460 — The Dark Lord returns to Dol Guldur.
ca. 2460 — The Balchoth, another Easterling confederation, invade Rhovanion. They sweep across the Talath Harroch and raid against the Northmen of the Vales of Anduin. The Easterlings threaten Gondor's border outposts.
2463 — Déagol, a Stoor living near the Gladden Fields, discovers the One Ring in the murky river waters. Sméagol, his cousin (later known as Gollum), slays Déagol and takes the Ring.
2510 — The Balchoth cross the Anduin and invade Calenardhon. With aid from Eorl and his Éothéod, Cirion of Gondor annihilates the Easterlings and their Orc allies at the Field of Celebrant (S. "Parth Celebrant"). Cirion grants Eorl all of Calenardhon, which is known thereafter as Rohan. The Éothéod, or Eorlingas, migrate south and settle in what is later Rohan.
2589 — Ando-anca the Cold-drake slays the Dwarf-king Dáin I and captures the Dwarven treasury.
2590 — Dragons drive the Dwarves out of their holds in the Grey Mountains. Many of the Naugrim return to the Lonely Mountain with Dáin's son Thrór. Thrór's youngest brother, Grór, leads others into the Iron Hills, where they found a new realm.
2770 — Smaug the Golden flies out of the Grey Mountains and lays waste to the upper Celduin Valley. He destroys Dale and drives the Dwarves out of the Lonely Mountain. The terrible Fire-drake occupies Erebor, using the Hall of Thrór as his lair.
2841 — Sauron captures Thráin II and imprisons him at Dol Guldur. The last of Seven Rings is taken from the doomed Dwarf-king.
2850 — Gandalf again enters Dol Guldur, this time discovering Sauron in its depths. The wizard speaks with Thráin before he dies.
2941 — The White Council drives Sauron from Dol Guldur. Sauron reenters Mordor, leaving Dol Guldur temporarily unoccupied. Later, the Grey Wizard persuades Thráin's heir, Thorin II (Oakenshield), to join him on an expedition back into the Lonely Mountain. En route, Bilbo takes the One Ring from Gollum. The Hobbit later enters Erebor. Stirred, Smaug the Golden attacks Lake-town. There the Dragon is slain by Bard the Bowman. The Battle of Five Armies follows, and the combined forces of the Men, Elves, and Dwarves defeat the Orcs and Wargs led by the Uruk Bolg of Gundabad. Thorin II is slain but his heir Dáin II (Ironfoot) reestablishes the Kingdom Under the Mountain. Bard begins rebuilding Dale.
2951 — The Dark Lord sends three of his Nazgûl back to Dol Guldur. Khamûl the Easterling becomes Lord of the Naked Hill.
3019 — After the War of the Rings, Celeborn and Galadriel lead an army out of Lórien and attack Dol Guldur. Their Elven forces destroy the remnant of the Orc population. Galadriel lays waste to the myriad halls of the cursed volcano, cleansing it of Sauron's Evil.



4.0 THE LAND

Rhovanion is called Wilderland in the common tongue for good reason. No race has ever tamed or claimed dominion over the entire region, and no place in Endor more completely recalls the Elder Days. Rhovanion is a geographical and racial microcosm of Middle-earth. Here live creatures that many Men consider merely legendary: Giants, Snow-trolls, Dragons, Great Eagles, Giant Spiders, among others. From the depths of the ancient forest of Mirkwood to the heights of the Grey Mountains, from the golden steppes of the Talath Harroch to the steaming fens of the Withered Heath, the terrain is immensely varied. Few lands offer such excitement to the traveler.

4.1 NORTHERN RHOVANION

Northern Wilderland traditionally comprises all the lands north of the Men-i-Naugrim (S. "Way of Dwarves;" aka "Old Forest Road") and the lower Celduin Valley.

The Northern Waste

The Northern Waste (Forodwaith) stretches north of the Grey Mountains. Full of rocky hills and barren tundra, it is seldom visited by Men or Orcs, being of little value to either race. It is also one of the most dangerous places in Middle-earth, since it is inhabited by huge Bears, Snow-trolls, and Drakes. Morgoth's ancient legacy still touches this region and its weather.

Snow-covered for most of the year, the Northern Waste is exceedingly cold. Worse, it is windy, for it offers no barrier to stop the icy gales screaming southward from the Ekkaia (S. "Encircling Sea") in the Utter North. While some silvery pines nestle behind the cliffs and hills to survive these blasts, most of the vast Waste is home to little more than lichens, scrub evergreens, mosses, and hardy grasses.

However, there are trails here, some made long ago in the First Age, but most are paths used by wandering Snow-trolls and rare bands of Ice-orcs. Even the Lossoth (Snowmen) avoid travelling near the northern edge of the Ered Mithrin.

The Ered Mithrin

While hardly the mightiest of Middle-earth's mountain ranges, the Grey Mountains (S. "Ered Mithrin") are nonetheless a daunting wall. By the local standards they rise like jagged peaked Giants, some reaching over 6000 feet in elevation. All are snow-capped in winter, and some retain their white crowns throughout the year. The southern face of the chain is virtually sheer, making entry difficult for the traveler. Virtually untouched (except by Dwarven miners) the region abounds with wildlife.

On the northern side, the Ered Mithrin rises relatively gradually from the rolling plains and broken hills of the Waste. Unlike the southern face of the range, this side presents no sheer mountain wall. Instead, glaciers cascade down narrow U-shaped valleys and spawn tumults of cold water which find their way north to the Encircling Sea. Stands of silvery firs line the middle slopes of the more sheltered valleys. Deep glacial lakes dot the countryside, while loose scree — the crushed rock churned up by the seasonal movements of iceflows — impedes travel in many areas.

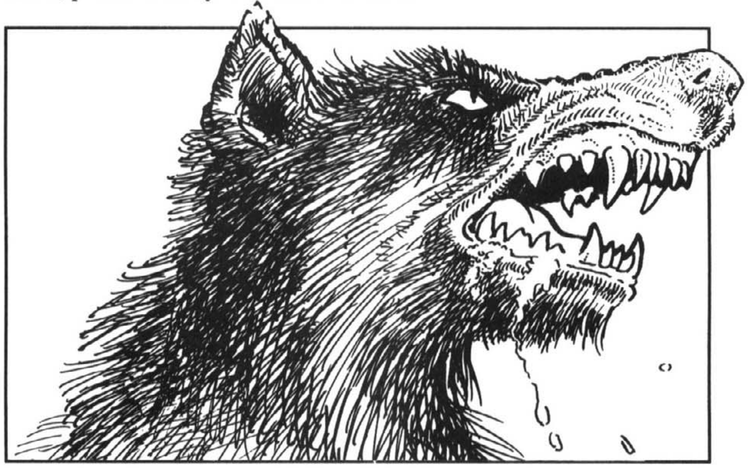
The Iron Hills

The Iron Hills (S. "Emyn Engrin") may once have been an extension of the Grey Mountains. Both chains share a similar appearance, each having a precipitous face looking south, and both align readily, suggesting that the Valars' destruction of the great parent chain was incomplete. They simply scattered the foothills of the bygone Iron Mountains like links tossed from a broken chain.

The Iron Hills have an apt name, for the ridges appear barren and inhospitable, offering little of obvious interest to the prospective settler. It is poor in precious minerals but contains a wealth of fine iron. Thus, the Dwarves have mined the hills for centuries.

The Withered Heath

As the name implies, the great basin tucked in the eastern side of the Ered Mithrin is hardly hospitable. Dry lakebeds, dehydrated or steaming swamps, and scorched moors mark the Withered Heath (Q. "Sarch nia Linquelïë"), a notorious breeding ground for Dragons. For thousands of years, the Great Worms have claimed this valley as a vast abode for their nests. Some, particularly the lordly Fire-drakes, inhabit the many caverns and hollow hills found in the Heath. The more prevalent Cold-drakes, on the other hand, prefer nearby mountain homes.



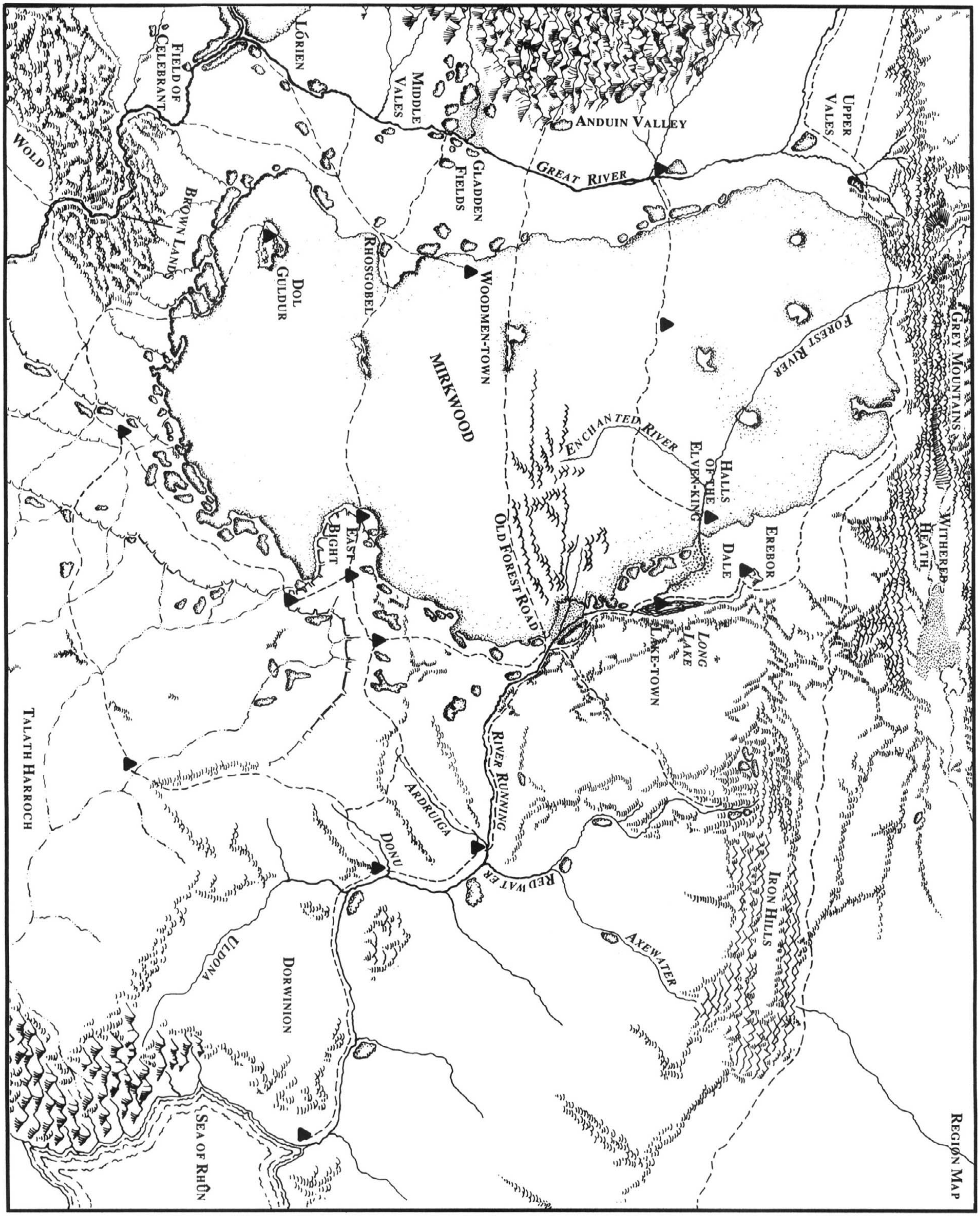
4.2 MIRKWOOD

Dominating Rhovanion is the forest of Mirkwood itself. Once called Greenwood the Great, it is all that remains east of the Misty Mountains (S. "Hithaeglir") of a vast, largely-coniferous forest that covered much of northern Middle-earth in ancient times. Now it is dense with oak and beech as well as innumerable varieties of evergreens.

The forest of Mirkwood is over 400 miles long and 200 miles across at its widest point, where the old Forest Road cuts west to east from the Anduin to the River Running (S."Celduin"). The trees provide shelter to man and beast and stand as a natural barrier to sweeping invasions from the East. After all, in the heart of Mirkwood, the hollows and wide valleys are lined with tall oaks standing almost trunk to trunk.

The Emyn-nu-Fuin (S. "Mountains of Mirkwood") provide an ideal locale for adventure. Girdled by stands of tall conifers, they rise 3-4,000 feet out of the sea of trees like giant, bald, rugged hills. They are covered by various grasses, scrub trees, and bushes in the higher reaches, where high winds, shallow soil, and tortuous inclines have prevented more extensive growth. Here lie the sources of the Gûlduin and Emynen, substantial springs fed by generous rains and considerable groundwater. Despite the Necromancer's dehydrating spells, enchantments that sap strength from the forest, these streams make this one of the wettest parts of Rhovanion.

These mountains dominate much of Mirkwood and command the north-central section of the forest. The once bustling Men-i-Naugrim lies like a ribbon in their southern shadow. The uplift's strategic value, together with a generous offering of mineral deposits, make it an important target for forces seeking to control Wilderland.


Field of Celebrant
Lórien
Middle Vales
Anduin Valley
Upper Vales
Wold
Brown Lands
Gladden Fields
Great River
Dol Guldur
Rhosgobel
Woodmen-Town
Mirkwood
Forest River
Grey Mountains
Enchanted River
Halls of the Elven-King
Old Forest Road
East Bight
Erebor
Dale
Withered Heath
Long Lake
Lake-town
Talath Harroch
River Running
Ardruiga
Donu
Redwater
Axewater
Iron Hills
Uldona
Dorwinion
Sea of Rhûn
Region Map

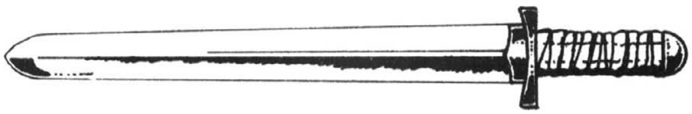
4.3 DOL GULDUR (AMON LANC)

Dol Guldur stands a day's walk into the forest; yet its harsh, black, jagged fingers of rock threaten the heavens from such heights that the mountain can be seen for scores of miles. To the far-sighted Elves, there is no place along the Anduin River valley — not until they pass beyond the South Undeeps, not until they cross the Great River along the Silverlode into Lórien — where their view of the bright blue southern Rhovanion sky isn't punctuated by the needle-sharp crags and crevices of Hill of Sorcery.

Once called "Amon Lanc," the "Naked Hill," Dol Guldur was an active volcano. All that remains today is a frightful empty cone, a circle of sharp edges jutting up into the sky. Iron-clad fortress walls weave in and out around the heights halfway up the mountain, making the threatening summit seem even more insurmountable than in its natural state. This bastion is shrouded in foul clouds, as if a perpetual storm engulfed the hill. Behind this omnipresent facade is the lair of the Necromancer.

To travellers unschooled in the secrets of this awful abode, the dense gloom of Mirkwood appears almost cheerful compared to the imposing, impenetrable heights of this cruel peak. Magic is thick in the air here, defying all explanation. For those foolish enough to embark on (and lucky to survive) a visit to the Naked Hill, it is a place of mystery. To someone peering down into its depths, it appears abandoned, but rumors suggest that a ruthless band of Orcs led by an evil Mage called the Necromancer make the rotting fortress their home. Cracks in the fortress walls and rotting timbers in the scaffolding visible from the outer rim make the ancient mountain-citadel appear vulnerable, although this outer appearance of decay is merely a deception, a ruse created by the Dark Lord from deep within the cinder-cone.

The thick, sometimes choking clouds and occasional rumblings from deep within the earth under Dol Guldur have made Elves and Men steer clear of the stern peak. Even those who believe it is totally deserted stay away from the hill and the open ground nearby. Now, few dare sing of the primeval spirit that fashioned those jagged mountain peaks in times long past. While a source of ballads in the past, songs about Dol Guldur are so frightening that they scar the dreams of children. This music came to be sung less and less during the last century, and today has been all but forgotten.



4.4 THE ANDUIN VALE

Not all corners of Rhovanion loom as evil as Dol Guldur. Indeed, even within the shadow of that dread peak friendly, fertile valleys stretch outward to the west. Wherever the river Anduin curves around, embracing some arm of land between the water and Mirkwood's edge, there is a lush, green pocket of land. In the northern Nan Anduin (S. "Anduin Valley"), these areas are prime pastureland, especially in the cooler months. The scattered residents to the south employ the bottomlands and the adjacent open ground for farming.

NOTE: *See ICE's supplements entitled **The Riders of Rohan** and **Goblin-gate and Eagle's Eyrie** for more information regarding the northern part of the Nan Anduin.*

Four areas of the middle part of the Anduin Valley deserve particular note: the Carrock Vale, Thorlórien, and the two Undeeps.

Carrock Vale

The Carrock Vale extends from the confluence of the Sirros and the Anduin in the north to the Old Ford (S. "Athrad Iaur," or "Iach Iaur") in the south. Nearly eighty miles in length, it is a particularly rocky area containing very little arable land, at least down by the river. Here the Anduin contains thousands of small rock outcroppings, the largest of which form the ten-mile long Isle of Bears and the huge stone at Carrock Ford (S. "Athrad Gynd," or "Iach Gynd"). Travel on this part of the Great River can be exceedingly hazardous.

Thorlórien

Thorlórien, largest of the three, ranges westward to where the river Silverlode (S. "Celebrant") joins the Anduin. The Râd Angálaladh (see Section 10.1) runs through this area to Lórien, and was once a well-used Elven that brought a lighter load with every westward step. With the closing of the Golden Wood, however, few journey beyond the Great River.

NOTE: *After F.A. 1, Thorlórien comprises the western portion of a new Elven realm founded by Celeborn. Called East Lórien (S. "Rhúlórien"), the region includes Thorlórien and all of Greenwood below the Narrows.*

The Undeeps

South of Thorlórien range two pockets that have crucial strategic value: the North and South Undeeps. These regions are an extension of the porous, down-like folds of the Wold, and are laced with long exposed ribs of sedimentary rock. The great fords of the Undeeps are located where the Anduin crosses shelves of such rock. In both places, the river widens and rushes forth in the form of a vast, shallow tumult before sweeping into the narrows downstream.

The North Undeeps lie just below the confluence of the Limlaith and the Anduin and above the junction point of the arid Brown Lands and the Wold. The South Undeeps, where the Men Romen crosses the Great River, are just beyond the Brown Lands and above the rugged Emyn Muil. Both points enable travellers to cross Endor's mightiest waterway.

Accordingly, many folk have passed over the Undeeps. The fords serve as the traditional communication and invasion route into Calenardhron and Gondor proper. It was for this reason that Rómendacil II fortified the heights above the crossings. His engineers erected Tir Limlaith (S. "Watch on the Limlight;" aka Tir Limlight") west of the North Undeeps and Tir Anduin east of the South Undeeps in order to protect his two principal routes into the East.

NOTE: *Rómendacil erected the Argonath (S. "Royal Stones") — the regal pillars which preserve the images of Isildur and Anarion — above Nen Hithoel in the Emyn Muil to mark the northern boundaries of the Kingdom of Gondor proper. Calenardhon and Dor Rhúnen both extended beyond his mark.*

4.5 THE PLAINS

The eastern slopes of the hills in Mirkwood descend rather gently when compared to the drop on the western side of the forest. In the north they fan out to form the flat plains and widely separated ridges that characterize the land around the rivers Celduin and Carnen. In the south, they eventually give way to the grassy prairie of the Talath Harroch. Other than a few little streams and patches of rolling hills, very few discernible topographical features interrupt this prairie, hundreds of square miles of gently rolling hills and wide, grassy steppelands.

5.0 CLIMATE

The seasons turn in Nan Anduin, yet for the most part not with the extremes of winter and summer that inflict other parts of Middle-earth. Particularly in the past, weather in the river valley has been pleasant and reliable. Recently, however, it seems to have been getting much colder in the wintertime.

NOTE: *The Nan Anduin traditionally enjoys temperatures between a minimum of 75 °E and a maximum of 225 °E. These readings correspond to 30 °F and 90 °F, and -1 °C and 32 °C, respectively, for the Northmen use the ancient Ehibor reckoning when calculating weather. Degrees "E" are equal to 2.5 times the same Fahrenheit reading (80° plus 22.5 over 12.5 times the Celsius reading).*

The same change seems to be occurring in Mirkwood. There, the density of shadows keeps summer temperature from rising much above 175° or 200° E; but in winter, when the deciduous trees have lost their leaves, the increase of sunlight filtering down to the forest floor is more than offset by the increasingly icy winds blowing down from the mountains to the West and North. While the region's prevailing winds have always come out of the southwest, weather patterns are no longer predictable.

As far back as living memory reaches, the Talath Harroch has always suffered through snow-blown, freezing cold winters, since no great mountains or stands of wood bar the winds and snows from whipping across the lands. Snow drifts pile up over the four months of hard winter. Soon after the thaw, the spring rains come. Natives of the Plains call these springtime downpours Fonwindar (Rh. "Fang-winds"), for the winds that regularly sweep the fields in mid-April or early May bring torrents of nonstop precipitation for days on end. Some storms last as long as two or three weeks. In order to protect their homes and croplands from the water surges and to collect some of the water for their cisterns, the Gramuz Northmen build extensive ditches and construct water-troughs on their homesteads. As devastating as these Fonwindar might seem, they are in their own way a merciful gift, for they are the Northmen's only reliable source of water in the Talath Harroch during the hot summer.

Until recently the Talath Harroch was the only area in southern Rhovanion that was consistently smothered in snow during wintertime. Now, though, frequent snows fall upon the forest. Dol Guldur started receiving heavy snowfalls in the late eleventh century of the Third Age, and with each passing century since silent, secret changes have gripped the woods to the north.

This phenomenon magnified the devastation of the Plague Years (T.A. 1635-36). For the first time in the recorded history of southern Wilderland, snows fell and stayed on the ground and in the branches of the ancient trees of Mirkwood — not just for days or weeks but for months, and well into the spring. Biting winds and shifting snows besieged the Brown-lands as well; and there only those who had discovered the region's numerous underground caverns survived the winter of the Plague Year.

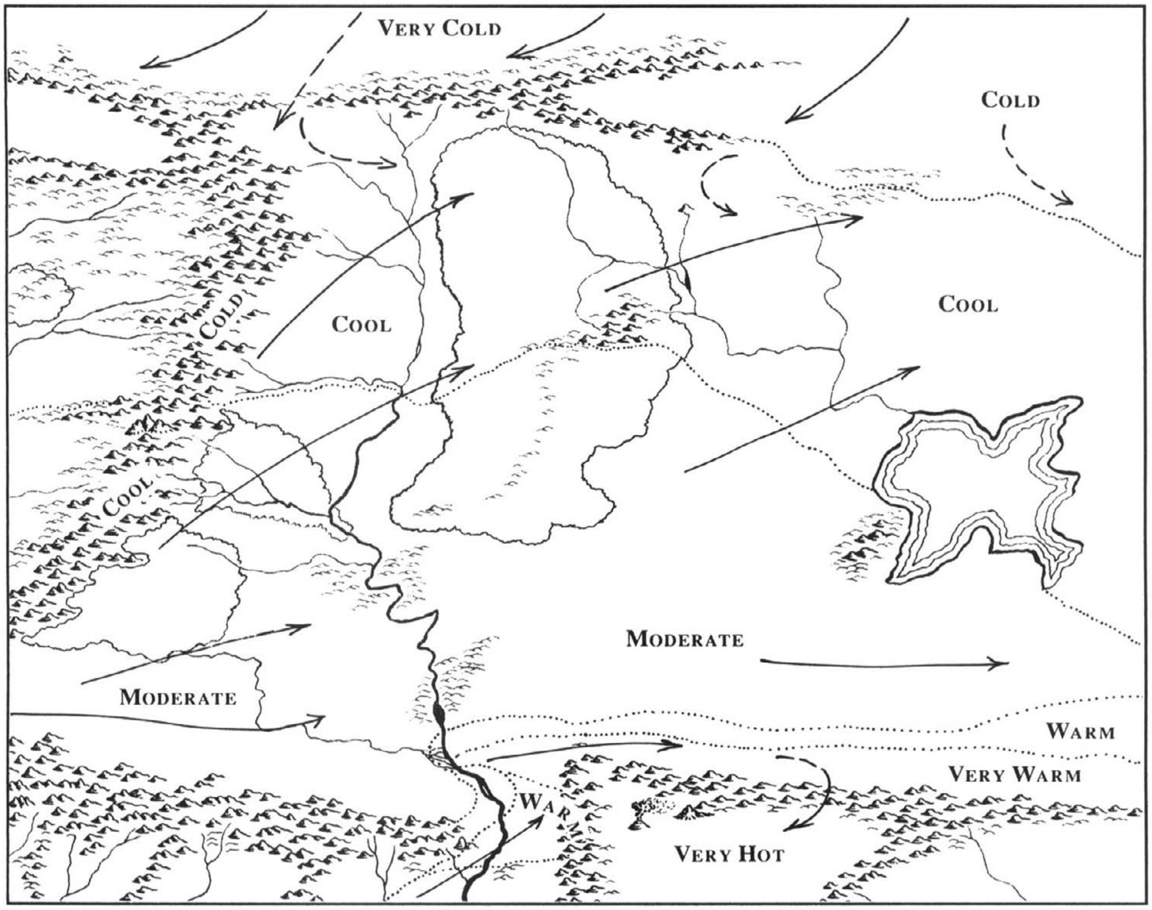
Meteorological predictions have never been of much use before in Rhovanion, but now Seers find themselves in great demand. Today rumors proclaim that if the winter was so wretched, the coming summer could only be worse.

RHOVANION'S WEATHER CALENDAR

Months	Mirkwood	Lowlands	Highlands	N. Waste
—Yestarë (intercalary day: Yule)				
1) Narwain (Winter)	10-45° Moderate	10-40° Moderate	-10-30° Moderate	-25-25° Dry
2) Nínui (Winter)	10-40° Dry	5-35° Dry	-15-25° Moderate	-25-20° Very Dry
3) Gwaeron (Winter)	20-50° Moderate	15-45° Dry	-5-30° Moderate	-10-25° Dry
4) Gwirith (Spring)	30-60° Heavy	25-55° Moderate	5-40° Heavy	0-30° Moderate
5) Lothron (Spring)	40-65° Moderate	30-60° Moderate	15-50° Moderate	5-40° Dry
6) Nórui (Spring)	50-70° Heavy	45-65° Heavy	25-60° Heavy	10-45° Moderate
—Loëndë (intercalary day: Midyears)				
7) Cerveth (Summer)	50-75° Very Heavy	50-80° Very Heavy	25-65° Heavy	10-50° Heavy
8) Úrui (Summer)	55-85° Very Heavy	55-90° Heavy	25-75° Heavy	10-60° Moderate
9) Ivanneth (Summer)	55-80° Moderate	55-85° Moderate	20-65° Moderate	5-45° Dry
10) Narbeleth (Fall)	45-65° Heavy	30-65° Moderate	15-55° Moderate	0-35° Moderate
11) Hithui (Fall)	35-60° Moderate	25-60° Moderate	10-50° Dry	-5-30° Dry
12) Girithron (Fall)	20-45° Moderate	15-45° Moderate	0-40° Dry	-10-25° Very Dry
—Mettarë (intercalary day: Yearsend)				

Climate Note: *The mean annual temperate south of the Grey Mountains is 40-50°; there the annual precipitation mean is 20-40 inches. In the Grey Mountains the mean annual temperature is 25-35°, and the mean annual precipitation is 20-40 inches. North of the mountain barrier the annual temperature mean is 15-25°; the mean for precipitation there is 10-20 inches.*

Precipitation Codes: *Very Dry = less than one inch; Dry = one to two inches; Moderate = two to three inches; Heavy = four to five inches; Very Heavy = over five inches.Climate Note: The mean annual temperature on the Dagorlad Plain is 50-60°; there the annual precipitation mean is 15-35 inches. On the southern Rhovanion Plain the mean annual temperature is 45-55°, and the mean annual precipitation is 20-40 inches. Within Mirkwood itself the annual temperature mean is 45-55°; the mean for precipitation there is 20-40 inches. In the Nan Anduin, the average temperature is 45-55°, and the mean annual precipitation is 25-45 inches.*



6.0 ECOLOGY

Wilderland is blessed by a temperate climate, plenty of fresh running water, and the protection of the Grey Mountains to the north and the Misty Mountains to the west. Here, the dense woods and grassy plains normally abound with a great variety of plant and animal life. Unfortunately, the Great Plague, while mostly a memory, has left its mark. The forest is a quieter place; the grass is higher, the thickets wilder.

NORTHERN RHOVANION

Along the Long Lake, three distinct types of vegetation illustrate the interaction of water and land upon the growth and distribution of plants: the aquatic community of the Lake; the shoreline community of grasses; and the mixed, sub-boreal forest, largely an extension of the cathedral-like woods nearby. This balanced, sound ecosystem, provides rainfall, normal temperatures and possesses the stamina to continue flourishing indefinitely.

The soil of the plains of Rhovanion is rich, and once again with normal rainfall and kind temperatures, vegetation thrives. In turn, the vegetation — grasses to support sheep and cattle, crops — holds the topsoil, thus preventing erosion. However, Sauron's influence, or a Drake's, can easily reverse in little time growth that has thrived for hundreds of years, and reduce to cinders and smoke a living green ecosystem that appears indestructible. The Desolation of the Dragons provides gross, vivid proof of the delicate nature of plant growth and survival in Middle-earth.

In the mountains nuts, blackberries, and hawthorn berries grow and prosper, but not so abundantly as before, while in the bushy grasslands thyme, sage and marjoram sprout. In oak-lined dales patches of clover, purple and white, permeate the air with their scent while bees bigger than hornets continue their sweet labors in the upper vales of the Anduin, near the Carrock. Deep in the forest grow fungi — some of it edible — and pale medicinal herbs with unpleasant odors. In the Woodland Realm, near solid stands of mighty oak and beech trees, the sweet, pungent aroma of the healing Athelas (Kings-foil) plant is in the air.

SOUTHERN RHOVANION

The clans of Northmen who dwell in the northwestern regions of Angálaladh in the south of Mirkwood —the Woodmen and the Beijabar — now worry not about Dragons, but about the effects of an unusually long, hard freeze upon the forest's timber. Fully a third of southern Rhovanion is densely wooded, and for most of the peoples living there, the trees are essential to life. The northern reaches of Angálaladh, up to (and even beyond) the Old Forest Road, grow predominantly in deciduous hardwoods and broad-leaf evergreens, but along the edges of the forest and particularly in its southern end, tangled thickets of deciduous shrubs and needle-bearing conifers grow.

THE SHADOW ON THE FOREST

Only around Dol Guldur does the vegetation deviate from this natural pattern. Although the forest edge once crept up on the mountain slopes, trees are all but absent from both the hill and the surrounding waste. The remains of these tall, majestic pines now stand like bare and ragged driftwood, and beneath them gnarled scrub-trees circle round this dire spot. Elves who venture into the forest reaches tell tales of times within their memory when yellow rose bushes, not nasty scrub, circled round the peak of Dol Guldur.

Amon Lanc rises from a circle of barren hills, never offering the rich, fertile ash that spews from other volcanoes. Instead, the Naked Hill stands silent. Yet the Hill affects the forest in insidious ways, as if some foul potion leaches through the earth beneath this part of Wilderland. The Necromancer's poison permeates all of southern Mirkwood and threatens to strangle life on the nearby plains.

At first glance all appears normal. But the trunks of the oaks are torturously gnarled, their branches twisted in pain, as if arthritic. Leaves darken and lengthen in their struggle. Ivy strangles the trees and trails to the ground like a serpent. Mirkwood has survived the pestilence, true. It is a deeper, darker place than before; no one goes to the woods for a picnic anymore. They are afraid, afraid of what's happened — and what is yet to come, for the shadow of Dol Guldur is ever-lengthening and unrelenting as death.

7.0 PLANTS

As its name suggests, Wilderland is a relatively untouched setting. It is the home to countless forms of plantlife, many of which can be found no where else.

7.1 FLORA OF THE FOREST

The dark and dingy atmosphere of Mirkwood began to develop when the trees that now predominate the forest claimed that domain. Once feather-leafed locusts and low-spreading chestnuts grew here, gracefully spaced so that the sunlight sifted down through their shifting leaves, giving the forest its name, "Greenwood the Great." When the shadow fell upon these lands, gnawing insects invaded the locusts and the thousand-year blight struck down the chestnuts. The Furry Oak, conifers, and the Chap-beech remained unscathed, growing in dense, overpopulated thickets, trunks often standing not three feet apart. The trees grow tall and branchless, with skinny trunks and a parasol of leaves and branches forty feet above ground level, making such a forest prone to just the kind of dim, dark, moist, and foggy wood we know Mirkwood to be.

Furry Oak

Despite the dampening effect it has on a forest, the Furry Oak is a benign and valuable tree. Related to the White Oak, its round-lobed leaves, deep red throughout the summer, have a quarter-inch of soft fuzz on their undersides. A bed of these leaves is comforting and warm. Furry Oaks grow very large acorns, fat and round and big as plums, their caps growing fuzz like the leaves do. They ripen in late autumn and often all fall on the very same day. Squirrels and the Woodman-wives scramble to gather the harvest each year. The Elves of Lórien frequently send sorties across the river to gather acorns sweet enough to eat, even raw. Baked into bread or dumplings, they taste even better. If harvested quickly, they can be stored for excellent food value lasting indefinitely. Occasionally hollows and burrows of furry acorns can be found throughout southern Mirkwood, and as long as they stayed dry after burial, they offer sustenance equal to a fresh harvest.



Chap-Beech

The Chap-beech, though at first glance beautiful, is considered by many to be a haunted tree. Its bark gleams an unearthly white color, particularly under the phase of the new moon. Its papery leaves grow so close together that the slightest ruffle of wind causes a chain reaction of endless hissing, produced by leaves rubbing against nearby leaves. In midsummer, Chap-beechnuts tumble down. Numerous and nutritious, they mature in spiky seed pods, and when touched by bare skin, they produce a stinging venom which can immobilize the victim. "Walls" of these trees guard the paths to Dol Guldur. Only if one finds a way to remove the stinging husks can he enjoy the pleasant flavor of Chap-beechnuts. Only the Beijabar (and Radagast) make use of this harvest, sending out their raccoons, creatures whose leathery paws are immune to the Chap-beech venom. The raccoons bring home sacks full of nuts, which the Beijabar roast by the side of their great fires. Fire cracks open the stinging husks, and the toasted kernels inside are easy to pick out without danger.

Grape-leaf Magnolia

The most abundant of the broad-leaf evergreens growing in Mirkwood is called the Grape-leaf Magnolia. Its bark is soft and pitted, its growing shape slender but not as tall as the oak and beech. It does not compete with the larger trees, but forms its own pockets in the forest. Its leaves grow dark green and leathery, almost as if you took a holly leaf and expanded it to five times its size. Its flowers open up in summertime with blood-red petals, blooms hanging downwards. At the peak of their blooming — through the month of July — groves of Grape-leaf Magnolia are unapproachable, so swarming are they with the bees raised by the Beijabar.

Honey made from Grape-leaf Magnolia nectar is colored dark red. Not only is it sweet and nutritious; it can also have an intoxicating effect if eaten to excess. The Beijabar make Magnolia Mead from this honey and drink it only at the most solemn or most festive of their feasts.

Rose Trees

Mirkwood is known for two characteristic shrubs, one very beautiful and one very deadly. The famous Rose Trees of southern Mirkwood grow dense and tall like a hedge of lilacs. Rose, burgundy, and pure white blossoms cluster together over almost every inch of these trees as they bloom. As beautiful as the flowers are, blooming from Lothron to Ivanneth (May to September), the hedges themselves puncture any skin with needle-sharp thorns, making a Rose Tree hedge-row impervious to all intruders except the wild goats, which eat right through them, thorns and all.

Legend has it that an ancient Elf-maiden concocted the nectar of these beautiful trees, and that whosoever succeeds in extracting a vial of their nectar, called "Mir-melellen," has a potion of great value in enchantment. Such tales have merit, for the Rose Trees were planted by Elves long ago in an effort to mark the boundaries of their realms; and even today, the healers of Lórien use the trees' precious gift to cleanse the body of any foul poison. The highest concentration of Rose Trees still can be found in the deeps of Angálaladh, near the Great Elven Circle (Cor Angálaladh), but chance hedges can be found throughout the wood.

Deadly Milk-white Trumpet

No plant grows more perniciously in Southern Mirkwood than the milk-white trumpet, or "Datura." A shrub that reaches up to twelve feet tall, its every growing part exudes a sickening odor when bruised. Huge, pale trumpet flowers, some a foot in length, bloom in late summer. If one happens by during pollination season, one risks being overwhelmed by this odor, multiplied many times over, for the flowers eject their silky white pollen forcefully. Contact with milk-white trumpet pollen has been known to produce blindness and nausea lasting a week and, in extreme cases, madness. Cruel Northman assassins have employed a paste derivative as a means of securing information, since the delirium acts to release one's innermost thoughts.

But the flowers aren't the worst of the milk-white trumpet. By mid-autumn it produces a prickly seed pod quite as big as a Hobbit hand. Inside grow black and bitter seeds the size of a raisin. One seed, when dried over three days and pulverized, gives a sense of euphoria and false firmness in battle. More than one seed will kill a man or Hobbit swiftly; three seeds will kill a Dwarf. It takes ten seeds to kill an Orc. Only Elves are immune to the deadly Datura poison.

No one knows how the Milk-white Trumpet made its way into Mirkwood, but it is known to be a botanical late-comer. Some surmise that seeds came into Mirkwood via the exodus from the South during the Plague. Whereas this same Datura plant grows to be only ten inches tall on the banks of the river, in the shadows of Dol Guldur it seems to find its element, growing to its full twelve-foot height.

Din Fuinen, The Deadly Moss

Many rocks and forest slopes of Mirkwood seem carpeted by a thick and temptingly restful moss called Din Fuinen (S. "Night's Silences"). Any passerby would gladly take a moment's rest on such a cool and comfortable bed. But beware: when this moss is at its ripest, the pressure of a human body causes it to exude a volatile oil known to cause amnesia that lasts anywhere from overnight to a week, depending on a victim's intellectual strength.

A Mirkwood Wildflower

The most common flower now found in Mirkwood is the so-called "Sarah-pokes-her-head," distantly related to the "Jack-in-the-pulpit." Dramatic in its bloom, this foot-tall plant holds a purple-colored sheath around its bright red flower. It can bloom even in the darkest of places; its usefulness as a food occurs only outside its blooming, however. When it blooms, its egg- shaped root would prickle and burn on the tongue. If gathered and carried with one for the cycle of one moon, the root becomes sweet and tender. A single root can sustain three people for one week.

Lichen Gloriosa (Loth-nu-Fuin)

One cannot forget to mention, when discussing the plants of Mirkwood, the lichens for which this forest is famous: the Lichen Gloriosa. (The Elves call them "Loth-nu-Fuin," or "Flowers-under- the-Night.") Growing out of rocks and stumps like under-water coral, these finger-like clusters of bright orange and green literally glow with life and are used to illuminate dark places. In the moonlight, they often move and sway. They are becoming more and more rare, since invaders from the South have discovered their fine flavor.

The hidden value of the Lichen Gloriosa is not in its edibility. They taste good, but they do not provide enough sustenance for someone with a difficult path to follow. They do contain secret magical constituents, however, which serve to sharpen any blade, enabling it to even cut through stout rock without need of subsequent sharpening. For this purpose, the Lichen Gloriosa must be used immediately upon gathering. It cannot be picked and stored for later use as a blade-sharpener.

7.2 FLORA OF THE PLAINS

Sparsely treed, and watered by generous rains, a variety of grasses and flowers flourish upon the plains. The soil is fertile, and farmers have been very successful in growing plants imported from the south and trees about their homesteads.

Touch-grass

Although its numerous growing patterns make it seem to the uninitiated many different plants, one single grass dominates the prairies of southern Rhovanion. It is called "Touch-grass," because a touch from any passing creature makes it change its shape. Curiously enough, this plant has the uncanny ability to distinguish races and breeds, so that the shape it takes can be used by an informed scout to discover what sorts of travelers have come before him. Since the Touch-grass retains its shape for one hour after being touched, it offers quite up-to-date information.

For example, the Touch-grass shrivels to nothing when touched by an Orc. It flattens to the ground when touched by humans. It stands straight as a tree when touched by Dwarves. It tangles into curlicues when touched by a Wizard. Only when touched by Elves does it regain its naturally graceful, simple draping shape.

At a certain harvest time each year, Elves make a trek out of the deepest forest to gather the nutritious grain of the Touch-grass. At that certain time of the year, the touch of an Elf makes the plant gather all its seeds at the end of a tall cluster, allowing for quick and easy harvest. At the same time of year, however, if an Orc or Man comes along, the Touch-grass falls and its seeds rapidly burrow into the earth, seen by only those with the quickest vision.

Bright Blue Eyes

Early springtime can be a beautiful time in the plains of Talath Harroch, thanks to the little wildflower called Bright Blue Eyes. This tiny flower sprouts and blooms ahead of the grasses, sometimes making its way up out of the last of the snow. It tranforms the steppes into a sea of blue under the first full moon of springtime. For those who have the patience, great good can come of a gathering of the flower of Bright Blue Eyes. Gather twenty-five of these flowers under the full moon and brew a cup of tea with them. They will ensure enhanced vision, vision as sharp as that of the most observant Hobbit or far-sighted Elf, for a period of three hours. Unfortunately, like the Lichen Gloriosa, it cannot be stored without losing its potency.

Bog-land Grass

One pernicious weed has recently begun to invade the Plains, called the grass of the bog-land. It originates in the swamp-like bowls set between the ridges of the Wold and Brown lands, along Anduin within the area of the Undeeps. Since T.A. 1000 these marshy plants have migrated eastward, bringing with them miring bogs and their accompanying ills; thus, the label "Bog-land Grass."

This species seems to need less standing water than other marshy Undeep plants, so already it has overtaken the Anduin Valley pools in and around the Brown-lands and threatens to blot out all diversity remaining in the Plains as well. It grows thick and matted, creating a groundcover easy to walk and sleep on but useless for food or sustenance. Even the wispy leaves of Touch-grass or Bright Blue Eyes can be chewed on for a thirst-quenching nibble, but the Bog-land Grass grows dry and hollow. Its only value has been discovered by the Northmen of the Plains, who have passed on this knowledge to other neighboring tribes and races. After a considerable struggle necessary to pull the bog- land up by its roots, the tough fibers can be woven together to make water-proof ropes and baskets.

7.3 ANDUIN VALLEY FLORA

Willows and alders dominate the banks of the River Anduin to the north, cross-river from the region called "Stoorharbor." (This, the home of the Hobbit tribe called Stoors, is located on Anduin's west bank just south of the Gladden Fields.) Neither tree grows edible nuts. But moving eastward, toward the edge of the forest which houses the Tree-town of the Woodman tribes, Smooth Oak and Curly-bark Hickory grow more and more abundantly. Each grows edible nuts, although the smooth oak acorns take one full day of laborious processing before they can be eaten. (The nuts are boiled, crushed, and then soaked.) Furthermore, both oak and hickory provide excellent firewood for Beijabar and sturdy lumber for the buildings central to the Woodmen's society. Some disputes of territory and ownership have arisen between these two groups over the use of forest trees now dwindling along the western edge of southern Mirkwood.

HERB EFFECT CHART

Format: *Location; Name; Effects and dosage.*
Location Abbreviations: *F-Forest, V-Vales, P-Plains, R-Rhosgobel.*

Edible Plants

— F, R; Furry Oak Acorns; Harvest immediately. 10 acorns, raw or cooked = 1 meal.

— V; Smooth Oak Acorns; Process 1 full day before eating. 12 acorns = 1 meal.

— F, R; Chap-beechnuts; Stinging husk must be removed by roasting. Nuts small but nutritious. 25 nuts = 1 meal.

— V; Curly-bark Hickory Nuts; Small but nutritious. 50 nuts = 1 meal.

— F, R; Grape Magnolia Honey & Mead; Deep red honey, highly valued among Beijabar. Magnolia mead (a honey wine) highly intoxicating, used only on feast days by Beijabar.

— F, R; Sarah-pokes-her-head; root, gathered when plant flowers but carried for one month, provides 1 week's sustenance for 3 people.

— F, R; Lichen Gloriosa; Tasty but not nutritious. Of greater value in weapon and tool maintenance.

— V; Carefree Mustard; Leaves edible before flowering, up through mid-summer.

— V; Wild Persimmons; Ripens at New Year. Must be harvested from river. Tasty, but not nutritious. 100 fruits = 1 meal.

Medicinal Plants

— F; Mir-melellen, Nectar of Mirkwood Rose; Ripens in midsummer. Difficult to collect and store. Useful in enchantment (+25 to spells on object so covered).

— F, V; Milk-white Trumpet Seeds; Poison. Ripen in midautumn. One seed gives euphoria and false firmness (-25) in battle. 2+ seeds kill Men and Hobbits. 3+ seeds kill Dwarves. 10+ seeds kill orcs. Elves immune to poison.

— V, F, R; Athelas; Legendary healing herb whose effects are keyed to the user. A knowledgeable, "rightful" King can employ it to cure the worst of maladies, so long as the patient still lives (for it will not keep or give life), while a "lesser" Man will find more modest uses.

— F; Dinen Fuinen; Volatile oil causes amnesia for 1-100 days (rarely permanently). Usually contacted by sleeping upon moss-covered banks.

—P; Bright Blue Eyes; Essence of flower enhances vision. Gather 25 flowers under full moon to brew 1 cup of tea. Enhanced vision lasts three hours. May not be stored.

— V; Carefree Mustard; Soothing poultice made from seeds, ripe for harvest in autumn. Heals superficial wounds, soothes more serious sounds in 10-60 minutes. Mix 1 cup seeds + water and pound with pestle. Mustard must be used immediately upon preparation, but seeds may be stored.

— V; Splayfoot Goodwort; Seeds, ripe mid-autumn, mashed together and mixed with water to drink. Instills confidence in good men, causes dizziness and confusion (-50) in evil Men. Effects last 1 to 4 hours.

Useful Plants

— V, P; Touch-grass; Inedible reed, but shape represents race passing by plant within last hour.

— F; Lichen Gloriosa; Use upon gathering to sharpen metal blades. Glows suffieicntly for one ounce to illuminate 30 cu. ft. area. May not be stored for future use.

— V, P; Bog-land Grass; Waterproof material used for ropes, mats, and baskets.

Wild Persimmons

One other tree of note mingles in among the Anduin Valley region running westward from the forest, and that is the Wild Persimmon tree. In Middle-earth the persimmons grow as large as a tomato. They stay green until the first of the new year, when ripeness comes upon them and they glow a coral red. Those persimmons that grow at the edge of the riverside have always been counted by the Hobbits of Stoorharbor to be a special feast. The trees bend down over the river, so they must be harvested either by someone good at climbing trees or from a boat on the river.

Carefree Mustard

Since the fields of Gladden, Thorlórien, and the Undeeps once were cultivated, many plants still thriving there are offshoots from vegetable crops of years gone by. Perhaps most prominent is the Carefree Mustard. Its blue-green leaves branch from a stalk standing two feet tall, and they have a sweet taste like broccoli until they flower in late summer. They produce purple seeds the size of pinheads, small and difficult to collect, but valuable as a mustard plaster. Place a cup full of Carefree Mustard seeds in a mortar, pound with a pestle, adding a few drops of water, and you have created a plaster that will heal superficial wounds within an hour's time and soothe, if not heal, more serious pains. The seeds can be harvested and stored for later use, but the plaster must be used immediately upon preparation.

Splayfoot Goodwort

Wild reeds and irises crowd into the marshy Anduin riverbanks, not only at Gladden Fields but also in the rare bogs nestled within the arid Undeeps. If one can discover the abandoned causeways of earlier days, or if one can maneuver a river boat through the reeds, one may also discover the beneficent marsh plant called Splayfoot Goodwort, one of the only blessings one could claim for the development of wetlands where farmlands once held sway.

The Splayfoot Goodwort is a tall, water-dwelling plant. Its slender upright stalks are anchored in the water by adventitious roots that emerge as high as one foot above water level. The plant itself can stand five to seven feet tall, branching into delicate stalks with paper-thin, scalloped leaves and dangling, delicate lavender-colored flowers. When the seed pods ripen in mid-autumn, they take the shape of curved pea pods, like little green crescent moons dangling over the marshes. Each pod carries three or four shiny black seeds. When mashed and mingled into any drink, these seeds instill confidence and singleness of purpose into the hearts of the good and honest. If fed to Men or creatures of evil, the seeds bring on dizziness and confusion, lasting one to four hours.

Athelas

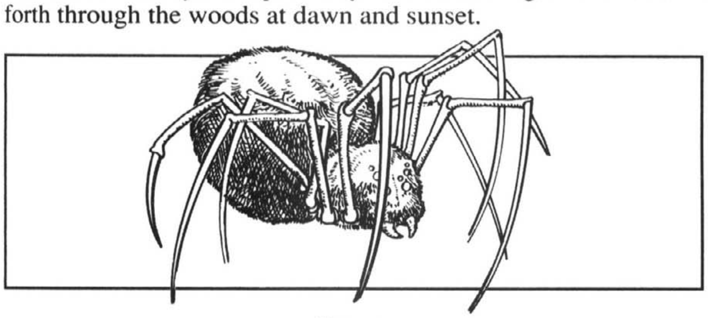
Clumps of Athelas, or "Kingsfoil," nestle in dry and fertile regions of the eastern Anduin vales, marking spots where long ago Númenórean travelers camped for a season. Radagast's herb garden, which circles round Rhosgobel, also contains a patch of Athelas, as well as samples of just about every other medicinal and magical herb found in Middle-earth. Radagast has long been keeper of the original rootstock of magical herbs, although he rarely harvests them and never gives permission to anyone, friend or foe, to pick his herbs, unless picking them would mean saving life or limb. He takes very seriously his task of conserving samples of every herb, many of which are becoming rare in gardens and in the wild.

8.0 ANIMALS

The fauna of Rhovanion is diverse. Here, Dragons are no longer "comfortably far off, and therefore legendary," but a very real danger. Grotesque Spiders spin their webs in the forest in hopes of capturing the unwary traveler. Indeed the region abounds with enchanted creatures, many of them distinctly unfriendly. Even the "ordinary" animals are unusual and noteworthy; among others Rhovanion is home to the Wild Kine, hunted by the Vala Oromë (Rh. "Béma; S. "Araw;" aka "The Hunter") in the First Age.

8.1 FAUNA IN MIRKWOOD

Although the insidious influence has been ever increasing upon Mirkwood over the past five hundred years of more, many of the animals that live in the forest here are still gentle and benign creatures, frightened of human intruders. Charcoal-grey squirrels jump from branch to branch well above the heads of humans, trying to get to ripening nuts before they fall to the ground. Bears, Wild Cats, Wolves and Giant Spiders abound. Cuckoos seem to enjoy the growing shadows of Mirkwood, for their numbers have increased noticeably in the past ten years. Their songs echo back and forth through the woods at dawn and sunset.



Bears

Consider the mighty monarches of the woods, the Great Bears and their lesser brethren the black Bears. Unlike the covetous Dragon or the wily Great Spider, the Great Bear feeds himself on a diet consisting largely of nuts, fruits, berries, roots and insects, although like Man and the Rat, he will eat anything to survive. A Bear's only "crime" is raiding the Northmen's precious honey bee's hives at every opportunity. Omnivores, Bears enjoy fishing and eating fish; the Giant Bear's six-inch claws and steel-trapped jaws more than compensate for any disregard of poles and bait. With such a varied diet, he has adapted varied teeth for survival: strong, conical canines up front, grinders for cheek teeth, and molars in the rear for crushing nuts and berries.

The Great Bear's senses — hearing, smell, taste and vision — are extraordinarily sensitive. An opportunist adaptive in diet and prey, he can hunt and enjoy Mice, Beetles, Ground Squirrels, Boar, Elk, Deer, and Carrion, all of which flourished in Mirkwood before the Plague and most of which survived in substantial numbers the disease that so weakened the Northmen. And unlike Man, the Bear passes the winter alone, hibernating, thus resisting the spread of the Plague by the very nature of his more solitary existence.

With a galloping stride of seventeen feet and a common walking speed of six miles an hour, the Great Bear is difficult to elude in his home, the thickets of the wilderness. When encountered, the Bear will most likely rise to his hind feet — a Bear's feet are flat and have non-retractable claws — sniff the air and scurry off. However, in mating season the male Bear will chase his chosen mate for miles: through, over and around any obstacle. It is unwise to ask a favor of him at this time — you may be met by a bawl like a Bull's, and worse!

Black or Lesser Bears mature at five or six years of age and can grow to be seven feet tall and weigh over 400 pounds. (If you're thinking of eluding one by climbing a tree, consider that the Black Bear can scurry up a tree faster than a Squirrel.) Lesser Bears have been known to live over forty years; they do suffer dehydration in the heat and often require a good deal of fresh water in the summer months.

It is no accident and no insult that Men living in the wilds of northern Mirkwood are rumored to be Bear-like; in fact, when flayed, the body of a Bear — but for its size — looks very much like a Man's. And like Man, the Bear is a survivor, a generalist in a world of specialists, determined to be master of all he surveys.

Mirkwood Squirrels

A friend and ally of the Elves and the Beijabar, the Black Squirrel is often a source of uneasiness for visitors. Newcomers assume that the Squirrels are evil on account of their color, an assumption which is patently false. Centuries ago the Squirrels were like any other; however, as the forest darkened, their coats gradually grew darker. Mirkwood Squirrels often act as eyes and ears for the Wood-elves.

Mountain Bats

The Mirkwood or Mountain Bat is another animal whose nasty reputation is undeserved. Living in the Mountains of Mirkwood, these small Bats roost in caves and emerge in the evening to feast on such delicacies as insects and acorns. Though they are completely harmless, and even beneficial, the haunted reputation of the ancient mountains has rubbed of on this small creature.

8.2 FAUNA ON THE PLAINS

In addition to the animals under harness among the remaining Northmen of the Plains, wild beasts still wander over the Talath Harroch. These animals maintain themselves on the rolling plains, surviving on wild grains and grasses, taking refuge either in the forest or underground during snows. Seven dominate the scene: (1) Wild Horses, the very herds from which the Northmen of the Plains have been selecting the finest and fiercest for their own; (2) Wild Goats, carefree herds that roam between plains and forest, undoubtedly the vestiges of herds raised for meat and milk by Northmen of years gone by; (3) clusters of Culcarnix, a wild though docile beast found nowhere but in these plains; (4) occasional herds of the White Kine (wild Oxen), which are native to the lands by the Sea of Rhûn and wander the eastern grasslands of the Talath Harroch; (5) the heinous Ëgil's Viper; and (6) the foul Uindarlaif, packs of Jackals which appeared at the time of the Plague's coming (Winter of T.A. 1635-6) and still haunt the hills; (7) and of course, packs of Wolves.

Wild Horses

The Northmen of the prairie, particularly the Éothrain or "Horse-lords," have always been accomplished breeders of fast and beautiful Horses, animals they ride at top speed without sacrificing maneuverability. Many of their herds, however, have escaped over the years. Domesticated Horses regularly join their wild forebearers, who had always roamed these plains. (Fortunately, fate and a careful eye see to it that some of the stronger steeds stay behind to provide ready stock for the future.)

The Horses of Talath Harroch are large and heavy, colored either white or grey or a mottled combination of both. They are skittish when approached by strangers; but if one feeds them raw furry oak acorns, they quickly become docile, for the nut holds strange sway over these swift animals.



Wild Goats

The Horses' sometime companions are the Wild Goats, also left behind by Northmen. The Goats are not as docile as the Horses. Their horns grow to be two feet long and they have learned to use them not only to butt, but also to stab a threatening foe. Only the Elves seem to quickly befriend them; all other peoples evoke an unfriendly response.

Goats eat anything and are impervious to poisons except those concocted by an evil Animist or Mage. Their one vulnerability comes from an unquenchable desire to be scratched on the head between the horns. If a person manages to sneak up on a Wild Goat from behind and gently scratch between its horns, that Goat will be ever loyal — as long as it gets plenty of leaves and bark to eat, and suffers no abuse.

Culcarnix

The most curious beast of the Talath Harroch, the Culcarnix burrows into the grassy plains just like a giant rodent. In elder days these magnificently furry beasts were raised in great fenced colonies by furriers among the Northmen, who favored their thick, silky, chestnut-brown fur above all other. Reddish-brown and often growing as large as three feet tall, the animals are harmless and rather cute. It seems a shame to hunt them, so easily are these trusting beasts taken down with bow and arrow. But trade in Culcarnix pelts is rare indeed these days, and among the settlements of Northmen throughout Rhovanion, an extremely high price (as much as 5gp) will be paid to anyone offering to sell Culcarnix fur.

Wild Kine (Kine of Araw)

The white Oxen of the eastern Talath Harroch, Dorwinion, and Rhûnnish coasts is considered by both the Northmen and Dúnedain to be a gift of Béma or Araw (respectively), the "Huntsman of the Valar." They are huge beasts, often standing six feet at the shoulder and weighing as much as one and a half tons. As work animals they are unparalleled, so the Easterling tribes use them to pull their chieftains' Great Wains (wagons). Their long grey horns are prized as instruments by the Dúnedain, and are used by both the Easterlings and Northmen for making (after being ground) healing potions and superb (+10) composite bows. Only Dragon-horn is more valuable. The Kings and Regents of Gondor have hunted them since the time of Ostoher.

Ëgil's Viper

Before the coming of the Uindarlaif, the huge Ëgil's Viper stood as the Plainsmen's greatest nemesis. During the early days of the Third Age one of these serpents slew the first Rhovanion Northman Prince — Ëgil Éohari — by striking him from the high grass of the East Bight. Following Ëgil's death the Northmen drove the Snakes eastward into the Talath Harroch. The men used Dogs, bows, and Boar-spears to hunt their formidable foe, one they named for the founder of the first Northman settlement east of Mirkwood.

The Ëgil's Viper is a quick, grass-dwelling predator who feeds on rodents, eggs, small cattle, and occasional mannish fools. Stalking in the late afternoon or early evening, these yellow-brown beasts quietly follow the scent of the chosen meal; they then strike in one of two ways: (1) by immobilizing the prey with a precisely aimed spray of venom which can be directed into the target's eyes from a distance of up to 30 feet; or (2) by biting the unwary victim and injecting a deadly poison into the wound. Their 3" fangs have been known to penetrate rigid leather and chain mail, and their speed and size (up to 20 feet) allow them to reach bewildered Horsemen. Fortunately, however, they hunt alone or in pairs, and are rarely sighted west of the eastern Talath Harroch.

Uindarlaif (Jackals)

During the early days of the Great Plague a new danger came to the Talath Harroch from out of the East. Packs of black Jackals now inhabit most of the hill country not regularly patrolled by Gondorian troops or Éothraim outriders. There are actually a number of types, but the most prevalent group is the Uindarlaif (Rh. "Under-leavings"). These dog-like predators are the largest of their kind (often as long as five feet and weighing as much as 120 pounds), and are quite capable of eating right through the body of a substantial "kill;" thus their name. Uindarlaif hunt mostly at night — in groups of 4-20 — traveling quietly and virtually unseen. Their black coloring is ideal for nocturnal prowling; only their bright blue eyes and scarlet ear flaps act to break the darkness. With tremendous night-vision and a keen sense of smell, they kill two-thirds of their prey. This is largely due to the manner in which they strike: first they circle in small groups; then decoys draw off the strongest defenders; finally, pairs or trios attack choice targets. When food is scarce they scavenge (even in daylight hours); when there is famine (as now), Uindarlaif have been known to approach settlements. These Jackals are exceedingly swift and, as of late, a number of weak and unwary folk (particularly children) have disappeared.

Wolves

While the Bear is the loner in the societies of the wilderness, the Wolf is the most communal of Rhovanion's beasts. (These opposite lifestyles are especially interesting because the Bear and the Wolf apparently share a common ancestor). Wolves travel, hunt, feed and rest in bound by a bond of attachment and a well-developed social system. Order is established and maintained by dominance; a preeminent pair rules with the assent and cooperation of the rest of the pack. The toughest, wisest, largest male — often approaching 90 pounds in weight — and the female most likely to produce pups exactly like the father mate and form a ruling family. Should a rival male displace the leader — usually by chasing him off after a fight — he will kill the pups of the ex-leader and mate with the dominant female himself. Juveniles join the pack as full-fledged members of the hunt at two years of age. The pack is not a true autocracy: leaders are replaced by duel, and it is the assent of the members that determines who leads them.

Some Wolf-packs contain as many as forty members, but the size of the pack — usually between two and eight — depends upon the area of the territory they roam (which is often more than 100 square miles) and the abundance of prey and other Wolves in the area. Pack size is naturally limited by mortality, disease and reproductive rates: the Plague decimated the Wolves of northern Mirkwood, but they certainly survive in numbers large enough to prove a threat to the Men, Dwarves, and Elves of the region.

The pack communicates through smell, hearing, vision and of course, speech and howls. The larger Wolves of northern Mirkwood speak the language of the Wargs and are large enough to be ridden like Horses by Orcs.

8.3 FAUNA OF THE NORTH

Losrandir

These animals are much like reindeer and spend their days foraging for food in the Northern Waste. Once hunted by Men in the First Age, the Losrandir herds have now swelled to enormous proportions. The herds are always on the move, searching for the best grazing. They are hunted by Snow Wolves, White Bears, and an occasional Drake or Snow-troll.

Snow Wolf

Named for their snowy coats, these elusive creatures are larger and tougher than their brethren who prowl the plains. Snow Wolves are truly independent and steer clear of Orcs and Men. Their thick coats are superbly adapted to handle the icy winters of the Northern Waste, and their coloring makes them virtually impossible to see in the winter months. During the brief Spring and Summer, the coats of the Wolves darken to a greyish brown. The favorite prey of the Snow Wolf is the Losrandir, but they have been known to hunt even mice during lean years. Snow Wolves will not attack Men unless provoked or threatened.

White Bear

The undisputed ruler of the Northern Waste, the White Bear rivals the Great Bear of Mirkwood in size and strength. While the Bears of Mirkwood are primarily omnivorous, the White Bears are almost pure carnivores with tempers to match. One swipe of a paw can effortlessly bring down a full grown Losrandir. Their appetites are voracious, and these Bears will attack anything that looks edible, including Men or Orcs. Fortunately for the traveler, White Bears are solitary animals who roam within a set territory. They will confront intruders who invade their "turf." If the intruder leaves, then the Bear will not strike; however, failure to leave the Bear's territory will invite attack. A single White Bear is a terrifying, relentless opponent whose fierceness is legendary. The pelt of such a Bear can easily fetch 100 gp.

Snow Lion

The Snow Lion is a rare animal native to the high vales of the Ered Mithrin. Smaller and more compact than a Mountain Lion, the coat of the Snow Lion remains white throughout the year, and its eyes are a beautiful shade of azure. It favors small game, although it will occasionally prey upon mountain Goats and Deer. Snow Lions mate for life, and both parents raise the single cub. Occasionally, a bold Beijabar will ascend the Ered Mithrin to befriend a Snow Lion. Those who succeed in such a quest have won a faithful ally for life.

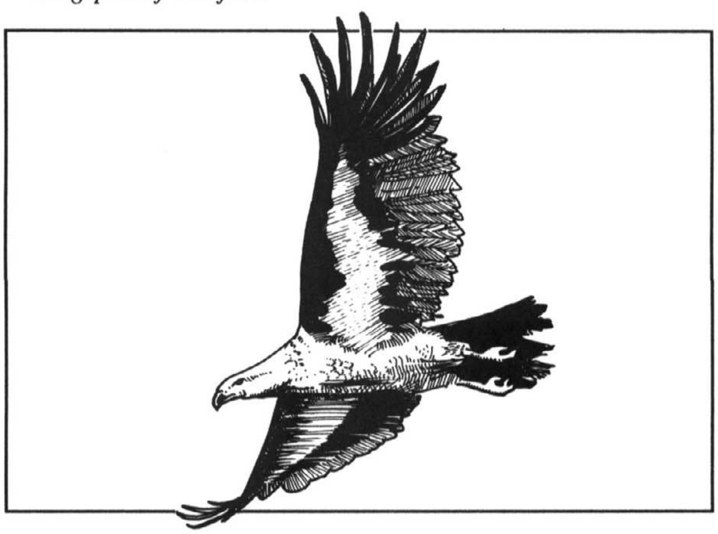
8.4 CREATURES OF NOTE

Rhovanion is the home to many rare and magical creatures of story and song. Many are the foul creations of Morgoth, left to trouble the world after his demise. Since the Plague their numbers have increased, for Men lack the strength of arms to hunt them effectively. Many of these have also grown bolder, and will now attack farms and homesteads in search of food, something unheard of prior to the plague.

Great Eagles

Beginning at the sky and working our way down, we first spy the Great Eagles, absolute rulers of the air in the northern mountains (barring only a Dragon in full battle dress). These greatest of all birds are thought to be of divine creation. Legends state that the Eagles to be direct manifestations of the Thought of Manwë, Lord of the Valar. In truth the mighty and majestic Eagles seem worthy of such worship. Never evil, indomitable as the spirit, Eagles lived in the treetops of the world until Manwë ordered them to build their eyries in the peaks and crags of Middle-earth's greatest mountains and keep an eye on the Mortal Lands below, reporting to Him what they saw and heard.

NOTE: *During the Elder Days, these winged reporters were even greater in size than their Third Age descendants: Thorondor, the first King of the Eagles, is said to have had a wingspan of 180 feet.*



In the turmoil of the First Age the Eagles served the Eldar valiantly; after Beleriand was swallowed up by the Sea, the Eagles flew east, some to settle in the high peaks of the Misty Mountains (then a home to the inhospitable Orcs), and some to the Grey Mountains, where Dragons slept, mated and slept some more. In these high snowy peaks the natural rivalry between the giant beasts sharpened its talons.

The Great Eagles of Middle-earth are princely birds. Imperious, swift and proud, these great hunters show no mercy to foe or prey. Clasped in the Eagle's talons, one may as well shut his eyes and prepare for eternity, be he unallied with the princes of the sky. Armed with a hooked beak and vise-like, four-toed talons to clutch and crush or impale its prey, an Eagle cannot be overcome by struggle or deceit. They rarely intervene in the doings of Men, but despise all the creations of Morgoth, particularly Orcs. The Great Eagles can, and usually do, put an end to any Orc mischief that they are aware of.

One of the Great Eagles' most wondrous gifts is its eyesight. A soaring Eagle can perceive details in a landscape eight times better than a man. For example, the Lord of the Eagles can spot a Rabbit dashing for cover a mile below him — in the moonlight. There is, therefore, little which escapes the notice of the Great Eagles.

The great natural gifts of the Eagles make them valuable allies in war; however domineering and lacking in sentiment, the Eagles are well-spoken and rational. Unlike Dragons, who have — one-on-one — greater destructive power, the Great Eagles of Middle-earth operate as a squadron, and their wisdom and knowledge make them a match for almost any evil force Sauron can gather, excluding the awesome Balrog.



8.5 BIRDS OF RHOSGOBEL

Many other birds make their homes in the trees of Mirkwood, but nowhere do they congregate in such great numbers as in the area at the western edge of the forest where the Wizard Radagast the Brown makes his home. Called Rhosgobel, this comfortable residence is like a wondrous aviary. There, not only are the trees hung with every variety of bird's nest imaginable, but also the outer walls of Radagast's own woodland home are constructed, quite artfully, with Wizard-wrought bird houses, feeders, roosts, perches, and baths. At sunrise and sunset the sound is deafening and yet magical in its natural harmonies. Many of the birds seen in the southwest reaches of Middle-earth, even as far south as Umbar, make a summer pilgrimage home to Rhosgobel at least once in their lives, causing the Great Migrations that sweep through — millions of birds coming north during each Spring, and scattering to the south, west, and east again under the Harvest Moon.



8.6 ANIMALS AND THE BEIJABAR

The other settlement that harbors animals is (of course) that of the Beijabar. Their relationships with the fauna of Wilderland is legend. Few animals are at odds with the Beijabar, and most beasts count them as great friends. This is largely due to their ancient cultural emphasis on the ways of nature, particularly the mystical delvings which gave birth to the Cult of the Bear (Rh. "Bairakyn"), and the associated ritual called "Skuiftlaikan" ("skin" or "shape-changing").

Only a few handfuls of today's Beijabar practice the ancient art of skin-changing, as it is said that all their forefathers could do — shifting from human form into an animal, prowling in the night as lordly Bears. The two most prominent in the region, Beoraborn (the current leader or "Waildanbair") and his youthful son Bornbeneor, are both gifted with the skill; yet they use it sparingly, only in rituals or when their kinsmen's lives are at stake.

The vestiges of the Beijabars' skin-changing heritage remain, however, in their kindly interaction with animals. Because they still experience the empathy with animals that arises from a racial memory of being one with them, they can communicate by words, thoughts, looks and gestures with the animals around them. Their rustic homes are shared with Dogs, Opossums, Raccoons, Bears, Wild Cats, Sheep, and Ponies, all of whom perform household chores. The Dogs and Raccoons gather, prepare, and serve food (which is exclusively vegetarian). Opossums keep the nocturnal watch. The Bears and Snow Lions serve as guards and messengers, while the Sheep and Ponies help in hauling lumber and tending children.

In exchange for all these services, the Beijabar offer their animals food, warmth, and shelter. Thus, the animals live among the Beijabar as if all were members of the same family. They will not hesitate to strike if an intruder threatens. They also stay quite close to home, although Beijabar's Snow Lions and Bears have been seen as far south as North Undeeps and as far east as the inner edge of the East Bight.

9.0 DARK CREATURES

The coming of the Necromancer upset the delicate balance of nature in Wilderland. Foul creatures began to invade the land, increasing in numbers and haunting the lives of Rhovanion's inhabitants. Packs of unusually aggressive Wolves began to appear; huge Spiders began preying on travelers; Orcs and Trolls haunted the edges of nearby settled lands. Worse, the Dragons of the North began to stir.

9.1 DRAGONS

With a roar like a full-force hurricane, a flying Dragon can set a river steaming like hot tea and reduce to cinders and blackened stumps a thriving settlement of men. Dragons first appeared in the late First Age when Morgoth, intent upon destroying the Valar, unleashed a host of winged, fire-breathing monsters led by Ancalagon the Black, mightiest of all the Drakes of Middle-earth. These Great Worms, while unwise, are cunning and cruel creatures who can reason, dream and even prophecy; they are always ready to suspect the worst of others since they themselves are always up to the worst. Nothing pleases a Dragon more than sacking a town of its treasure, gathering the booty into a golden heap and nesting upon it for a century or two.

Nature

However, Dragons do have genuine weaknesses: they tend to grow complacent and vain if unchallenged, giving themselves away in riddling talk, and each seems to have a vulnerable spot, a flaw where its armor is weak. Thus, a lucky foe can pierce the Drake's hide and damage or destroy its vital organs. The dreadful shriek of a mortally-wounded Dragon is a sound not-soon-forgotten by those within earshot.

Dragons generally take but one mate for a lifetime, but choose to live alone, visiting only during the rare mating seasons. Legends originating with the Silvan Elves indicate that such courtships occur no more than once a Yén (the Elven year, equal to 144 of mankind's.) The favored location for this ritual is the Withered Heath.

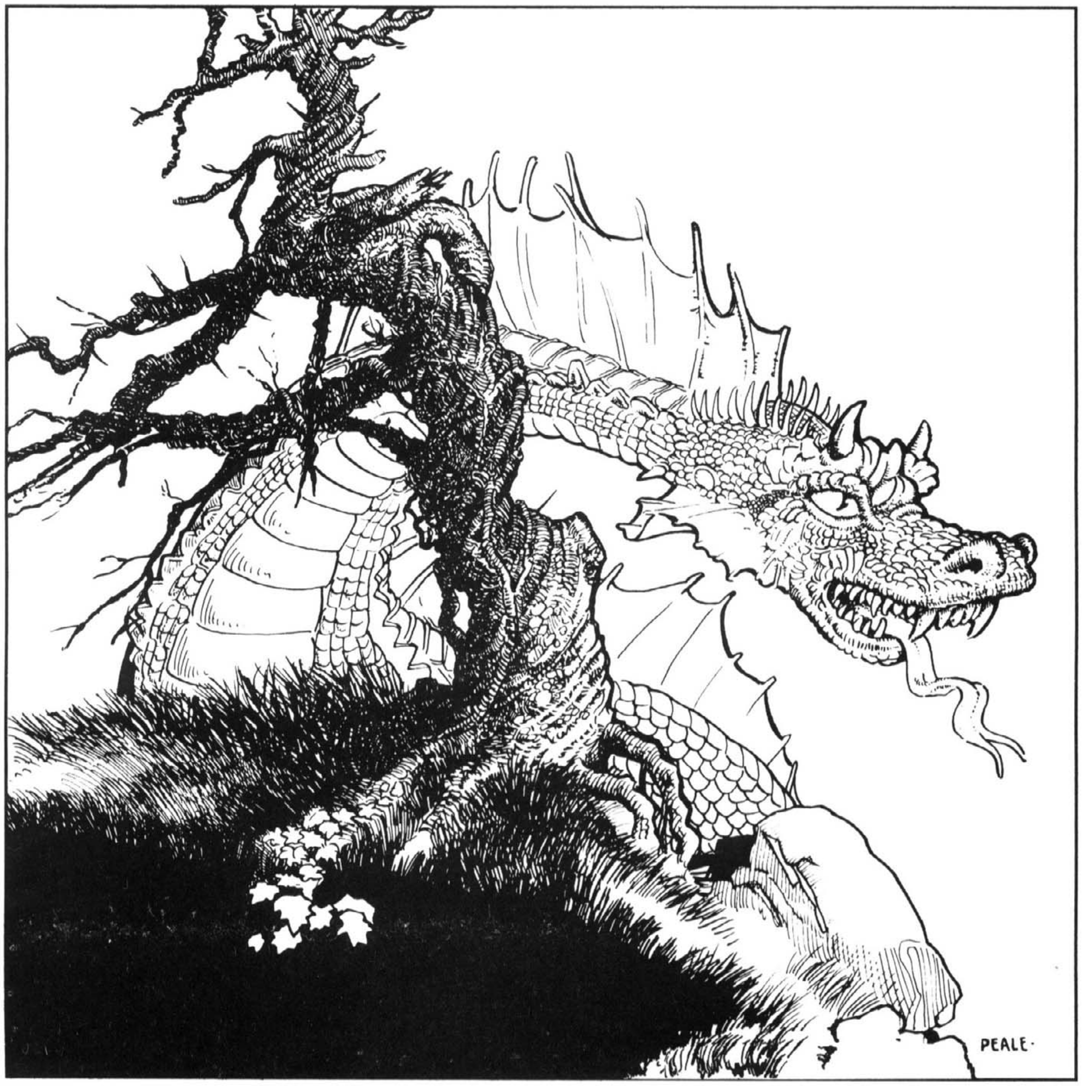
Varieties

Dragons come in a variety of types. The original, and generally older lineages are flightless, altogether lacking wings. These land-bound beasts are amazingly nimble and exceedingly quick when they find the effort necessary (approx. 30 mph or 48 km/hr). Usually they rely on sheer force, fire or frost. The majority of Cold-drakes are wingless and employ their considerable strength and whip-like tails to demolish an obstacle. Winged Dragons on the other hand, are usually "breathers". Their mobility on the ground is somewhat less heralded than that of their brethren, but nonetheless more than adequate. The ability to fly is still their greatest gift; their 20 mph land speed pales before the speed they achieve in the air — 50 mph in level flight and up to 100 mph when diving. (Some, like Smaug, can travel considerably faster.)

It should be noted that the Cold-drakes include all those who do not have the ability to breath fire. Many have no breath weapon, while others employ exhaled streams of frigid moisture laden air, something analogous to a blast of icy sleet. Their habits are much akin to Fire-drakes (although few can fly), except that they shy away from extreme heat, such as that of a lava field.

Defenses

The scaly armor-like skin of Dragons provides two principal functions: (1) it enhances their inherent resistance to spells; and (2) it makes them nearly invulnerable to weapons. Due to differences in skin texture, their head area remains somewhat unguarded. In addition to this weak point, most mature Drakes have one or more areas where their scales have fallen off or failed to develop. This type of flaw has been attributed to hard campaigns of retribution for the evil that gripped the entirety of the race. Whatever the reason, makers of "Dragon-slaying" arms learned early that the



beasts could be felled if hit in the proper place. Young Drakes, of which there are few, have scales which are softer and less developed; thus, they are accorded less protection. Armor made from this skin is extremely rare, but affords superb protection from the elements as well as from weapons. The horn found on some older beasts can also be valuable. The substance is hard enough to batter stone, makes a fine signal horn, and can be used to construct composite bows of unparalleled quality.

The Dragons of the Withered Heath and the Ered Mithrin are loners and repose upon their hoards. Only on rare occasions do they sally forth. When they do, they respect each other's territories, preferring instead to feast upon simpler, more palatable prey.



9.2 FELL BEASTS

In recent years the old legends of cruel Dragons coming out of the depths of Mirkwood have been partly confirmed. Large, black, flying beasts with whip-like tails and great bat-like wings have been sighted in the night skies; and some herders in the East Bight claim that these creatures have claimed more than one of their strays. The reports have given birth to a revival of the old, doom-saying tales of the coming of a great Darkness. Few have failed to suspect Dol Guldur as the source of the unsettling events.

In recent years, "Fell Beasts" (Rh. "Winanbanar," or "Friend-slayers") have made their home in the highlands of Mirkwood, usually in high caves or on shelves beneath overhangs of rock. A number of them are spread throughout the Emyn Guldur (S. "Hills of Sorcery"). These creatures grow to lengths of 30 feet (with 30-35 wingspans) and may be distant relatives of ancient Cold-drakes. Morgoth seduced their kind in the Days of Ire, so hatred and the curse of Darkness runs in their hot blood. Unlike the great Urulóki (Q. "Hot-serpents" or "Fire-drakes"), they cannot breath fire, but they nonetheless remain formidable. Their huge claws (up to 9") and awesome jaws (which hold modest 6" fangs) have persuaded more than a few that death can be a swift affair. In addition, their love for the dark sky — together with uncanny ability to quietly glide — allow them to strike at night with utter surprise. During daylight hours they favor the direct approach; using their considerable speed, they simply dive upon a foe with outstretched claws. The impact alone can be devastating. Perhaps worst of all, they often stalk in pairs; for unlike Dragons, they are relatively "cooperative" creatures.

Large Fell Beasts can support the weight of two strong men and are frequently used as mounts by Sauron's Nazgûl. Occasionally the Olog-hai warlords employ them as well. Their coming may have coincided with the opening of Angmar, since communications with that remote northern realm are tenuous. Even as messengers-bearers, however, they have a disquieting effect on the neighboring countryside.

9.3 SPIDERS

The nastiest beasts one might run into while traveling through Southern Mirkwood are the Spiders. Two distinct varieties of Spiders spin their sticky webs in southern Rhovanion. One variety, those moving southward from the northern Mirkwood across the Old Forest Road, grows large (up to eight feet across, including legs) and black, and spins webs from tree to tree in the northeast corner of the wood, making one's passage through that region particularly sticky.

These Spiders live and attack as a group, apparently cooperating amongst themselves to a remarkable degree (considering their appetites) debating in thin creaks and hisses how best to age their drugged prey. Spiders can only hunt living beings; their digestive systems are too specialized to deal with vegetation or dead creatures of any kind. Actually, Spiders are not blood- suckers (as are the vampire bats of the region). Spiders inject into the victim a poison which turns the innards to a delectable jelly which the Spider then pumps out (with the aid of a "sucking stomach") and consumes, leaving its prey little more than an empty carcass. For the dirty work, a Spider possesses a pair of fanged mandibles connected to a poison gland; another pair of clawed appendages manipulates the prey as need be. Spiders are vulnerable to attack from below and possess eight primitive eyes.

Most impressive of the Spider's efforts is of course its web, made of fine silk proteins which emerge through minute nozzles or spinnerets at the rear of the body. The proteins solidify in the air, forming wrapped fibers which the Spider shapes into a distinctively patterned web. So sensitive to stirrings in its web is the Spider that it can discriminate between the wind blowing through the web and a fly — or something larger — landing on it. (Built-in vibration receptors in the legs enable the Spider to interpret the web's movements so aptly.)

The other variety — concentrated in the southwestern leg of the Mirkwood Forest and more abundant as one approaches Dol Guldur — is native to the southern region. These Spiders are the many offspring of the white Spider Enna San Sarab, eldest offspring of Shelob. The child now makes her home in the depths of Dol Guldur, while her mother prefers the bizarre comforts of Mordor's Ephel Duath (S. "Dark-shadowy Outer-fences"). Every thirty-six days she hatches a new filmy egg case full of Spiderlings, which scatter from within those volcanic depths out into the Mirkwood Forest. They rarely grow to the size of their mother who, since she has not moved for hundreds of years, now has attained gigantic size: ten feet to the top of her body, thirteen feet from head to hind, each of her six hind legs measuring at least twenty feet long, her two forelegs measuring only 6 feet, but equipped with stinging pinchers at their tips.

Her offspring (Ennerlings) ordinarily remain small enough to hold in a human hand — and are white colored, with a blood-red dimple on their undersides. They spin dewy Spider webs among the trunks of southern Mirkwood, which can only be seen (and then only dimly) under full moonlight. Otherwise, it is all too simple to walk straight into an Ennerling web. They sting fiercely if handled or stepped on, but will not attack without cause. Ennerling stings do not kill, unless inflicted in numbers greater than a dozen within one hour. They do debilitate men for twelve hours, but they do not slow down Elves.



9.4 GIANT RACES

Trolls

Trolls (S. "Tereg;" sing. "Torog") are another creation of Morgoth, bred it is said in mockery of Ents. Trolls vary in height between seven and ten feet, and are exceedingly tough and strong, having been made of stone. Trolls are omnivorous, but their favorite dish is man. Fortunately, for all their strength, they are very slow-witted and can be tricked and outwitted. In addition, Trolls turn to stone in the sunlight.

The Stone-trolls of Rhovanion are the traditional Kind, usually 9 to 10 feet tall, perpetually hungry, stupid, and greedy. The Snow-trolls are smaller, rarely taller than 8 feet. They are also more reclusive and generally content with hunting game. Snow-trolls are distinguished by their grayish-white hide and the fact that they hibernate during the warmer months. The brief nights of the northern summers make this necessary for their survival. Snow Trolls prefer to hibernate in carefully sealed caves or snug burrows of their own construction. They emerge from their hibernation in the fall ravenous and prepared to prey on the terrified Losrandir. Like their southern cousins, Snow-trolls are indiscriminate eaters who have even been known to feast upon Orcs.

Giants

The origins of the Giant race are clouded; it is not known if they were created by Morgoth or merely corrupted by him. They are if it is possible, even stupider than Trolls, though Giants are not always evil (just hungry). Whereas a Troll can be stealthy and quiet, Giants can be neither. A person can always avoid a Giant simply by getting out of the way. Also since their eyesight is poor, it is very easy to hide from a Giant.

A Giant's primary interest in life is a steady supply of food. A troublesome Giant need not be slain; simply provide him with regular meals, and he will become your friend and ally for life. Due to this intense competition for food, they are generally solitary, but will sometimes get together for a rousing session of boulder-and-tree-hurling. Giants are naturally indolent and not inclined to mayhem unless infuriated. (The destruction that accompanies a Giant is usually purely accidental.) Some particularly wicked or desperate individuals will eat Men, but most prefer beef or mutton. Though stupid, the Giant race has learned that preying on the Secondborn generally brings trouble. If caught in the right mood, a Giant can even be friendly and inclined to chat with a passing stranger.

Giants come in two varieties: Greater and Lesser Giants. Lesser Giants are usually about 10 feet in height, while the Great Giants are between 15 and 20 feet in height. The latter tend to look down upon the Lesser Giants, pitying their puny strength and size.

Active Trees

The Active Trees of Mirkwood may be Huorns, but only an Ent could say for sure. The Silvan Elves will tell you that there have always been Active Trees in the forest, offshoots of the trees awakened by the Elves in the Elder Days. The trees of Mirkwood are allies of the Wood-elves, who tend these trees lovingly. An Active Tree can sense passer-bys and will report the presence of strangers in the forest. They can also move their branches and roots, entangling and waylaying travelers who have displeased the Elves.

9.5 OTHER EVIL CREATURES

Giant Bats

The Giant Cave Bats of the Iron Hills are large, carnivorous predators. Ranging between 3 and 5 feet in length, the bats emerge from their caves at twilight to hunt small game. They are excellent hunters, paralyzing their prey with their venomous bite, and then carrying it off to their lair. (Their poison is a fifth level nerve poison that will incapacitate a man for approximately 10 minutes.) The bats rarely attack Men, unless a passing stranger disturbs their roosts. The poison can be fatal in large doses.

Wights

Wights are undead spirits who inhabit ancient tombs. They are drawn by treasure, greed, and violence, and they have power only in darkness. Wights appear as dark, shadowy human forms with eyes akin to faint lights. They inhabit the same world as the dreaded Ringwraiths and are difficult to perceive as anything other than dark shapes. If seen with the power of the One Ring or with other special magics, Wights seem to take on the tattered forms of great lords of Men with cold, cruel eyes.

Those encountering a Wight must resist versus the terror of their presence. If they fail, they are literally paralyzed with fear and unable to move. Only great power, luck, self discipline, or presence of mind can save such a victim. Flight is often the best recourse, particularly since the touch of a Wight is much like that of a Nazgûl: cold, lifeless, and deadly. It yields a deep sleep that can only be magically broken; otherwise the victim will never awaken. When stricken, the unfortunate victim dreams of the final hours and most terrible moments of the original inhabitant of the tomb. Wights normally carry their victims into tombs or barrows deck them with jewels, and then perform a ritual sacrifice.

Wights are extremely difficult to maim or kill. A Wight cannot bleed to death, and cutting off a limb only hinders it. They can only be "killed" by impaling them in the heart, cutting off their heads, or giving them over the maximum numbers of hits. To destroy a Wight, the spell laid upon the tomb must be broken and the Wight dispelled. If the spell remains unbroken, the tomb will shortly be reoccupied by another Wight.

To break the spell of a Wight, the treasure within the tomb must be left free for all finders, although the slayer is permitted to take a few items from the hoard. Treasures in haunted tombs are cursed, and to take them for oneself invites a terrible doom; the thief will gradually be transformed into a minor Wights. To take all of the treasure for a purely good purpose would also break the spell.

Wargs

Wargs are huge Wolves endowed with strength and intelligence that far exceeds that of their brethren. An evil race spawned by Morgoth, they come in many subforms. Thus, Men have long been confused with regard to their true nature. Northmen call any large Wolf a Warg, but they are inaccurate, for Wargs are always cursed (or enchanted) beasts. Immortal, they are undead creatures whose bodies disappear soon after they are slain.

Werewolves

Werewolves (S. "Gaurin;" sing. "Gaur") are special servants of the Necromancer who are often confused with Wargs. They are larger than Wargs, though, and they are not true Wolves. Although undead (as are Wights and the Nazgûl), Werewolves are spirits that shape-change. They take on a tangible, physical presence for short periods of time. A Gaur can take on the shape of a Man or a Wolf. When in the form of a Man, they are tall and slender, their skin has a greyish cast, and their eyes are black. When in the form of a Wolf, the Gaurin stand 6 feet at the shoulder and have black pelts.

Werewolves radiate a spell of fear akin to that of Wights, though they can cloak this spell if they choose. They can only be harmed by magic or silver weapons, and can never be killed permanently unless slain by a blessed object driven through their heart. Otherwise, a "dead" Gaur returns after nine days time. Occasionally, a Werewolf will take on human form for a prolonged period and act as a spy for the Necromancer.



10.0 AVENUES OF TRAVEL

Numerous roads and trails crisscross the length and breadth of Wilderland. Like the waterways, they bind this wide and varied region.

10.1 THE ROADS

Since the Plague, there is relatively little travel on many highways, particularly in northern Wilderland, but some routes nevertheless deserve mention.

Men-i-Naugrim

The most famous of these is the Men-i-Naugrim, the "Way of Dwarves," one of the most ancient paths in all of northwestern Middle-earth. Actually a combination of a number of linked trails and highways, the Men-i-Naugrim begins in the Dwarf mines of the Blue Mountains, crosses Eriador and the Misty Mountains, and runs through Mirkwood. There it is also called the Old Forest Road. East of the great wood, it crosses the River Running at Iach Celduin (aka "Athrad Celduin") and then cuts northeast toward Dáin's Kingdom in the Iron Hills.

Major Northern Routes

Aside from the Men-i-Naugrim, three other major routes converge at Iach Celduin. Two enter the area from the South: the Men Dorwinion (S. "Wineland Way") and the Men Celduin (S. River Running Way"). The Men Dorwinion, or "Horse Road" (S. Rathon Roch"), links northern Wilderland with the lower Celduin and Carnen valleys and the wine country of Dorwinion. A major trade route for both Men and Elves, it runs alongside the region's major rivers and passes through the river ports of Buhr Mahrling and Ilanin. The Men Celduin joins the towns of the East Bight with the markets of northern Rhovanion. It runs from Iach Celduin almost due south through Aur Esgalabar to Buhr Ailgra, where it meets the Men-in-Araw.

The Men-in-Erebor connects Iach Celduin to the towns of the northern Celduin Valley. This road's surface is frequently planked, since it cuts through or beside the myriad marshes that flank the river and the Long Lake. Passing between the lake and the Long Marshes, it swings through Dale and ends at the base of the Lonely Mountain.

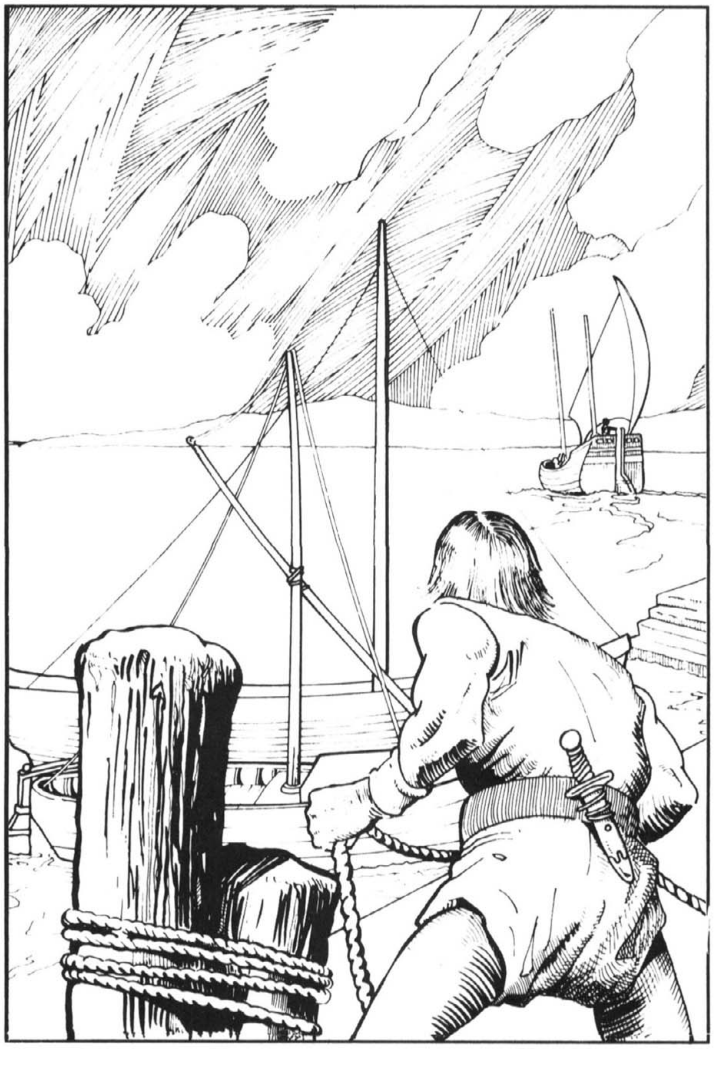
In Dale, the Men-in-Erebor meets the Men-i-Mithrin, the "Grey Road" of the North that sweeps around northeastern Mirkwood and brings travelers within sight of "Dragon Country." The Men-i-Mithrin bisects the dangerous highway linking northern Rhûn to the Witch-realm of Angmar. Called the Men Rhûnen (S. "Eastern Way") or the "Rhûnnish Road," this route is used by the Witch-king's Men and Orcs to carry supplies and fresh troops westward from Rhûn. It runs north of the Iron Hills and along the southern edge of the Ered Mithrin before meeting the Grey Road in the gap north of Mirkwood. Further west, it passes above the great forest, across the river Mithlin (Greylin), up the Langwell Valley, and through the Misty Mountains at Gundalok, eventually reaching Carn Dûm.

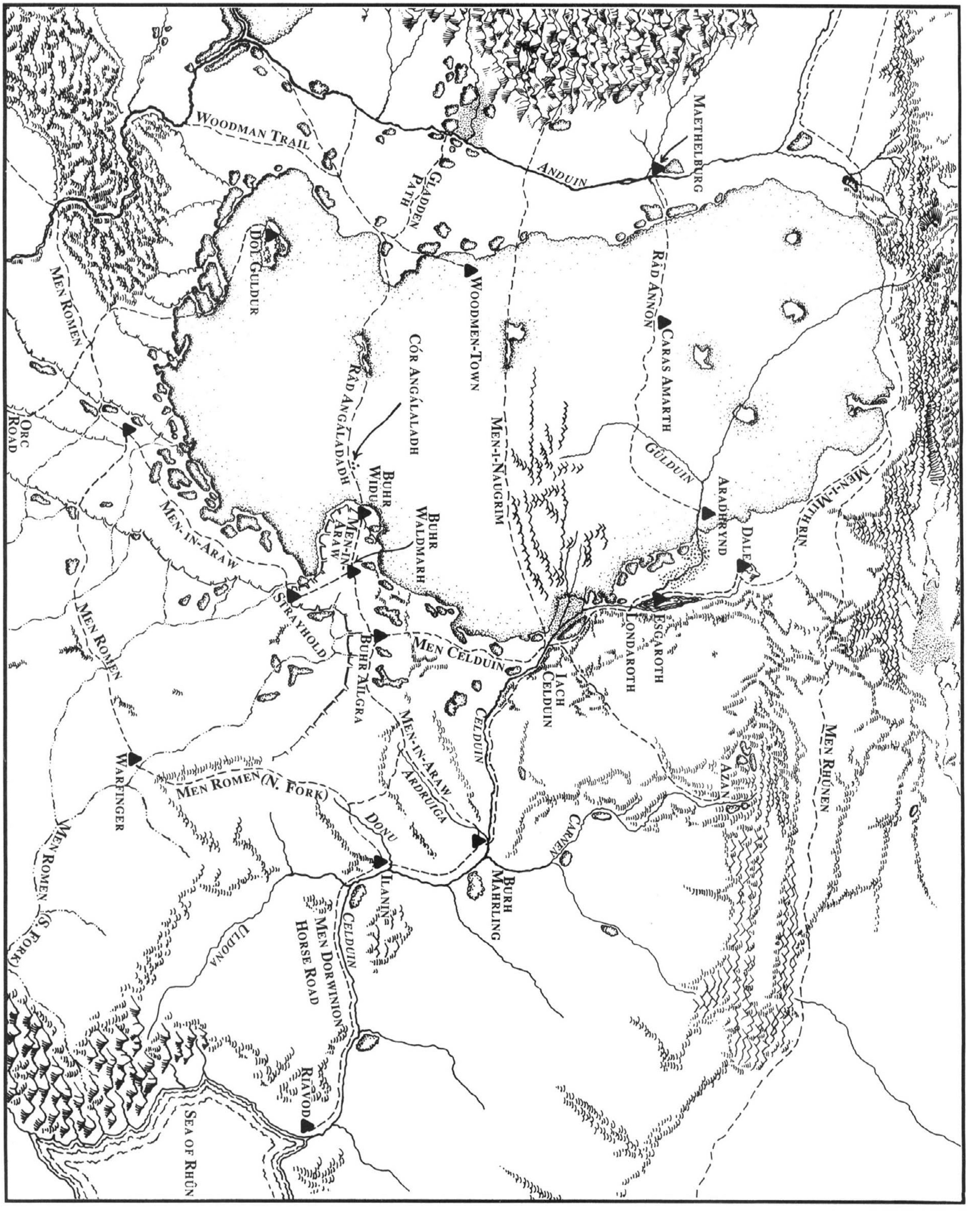
Major Southern Routes

Southern Rhovanion contains two major East-West highways and a network of lesser roads. The greatest was built by the Gondorians, who joined a number of ancient caravan paths to make a highway capable of quickly and efficiently moving armies and goods between the Anduin Valley and Rhûn. This is the Men Romen, or "East Way," a route beginning at the South Undeeps in the west and breaking into two forks at the town of Ohtalepet (Q. "Warfinger") in the midst of the Talath Harroch. Sometimes paved and always marked by cairns or signposts, the Men Romen is one of the most strategic roads in all of Endor. Its northern fork connects southern Rhovanion with the Donu and Celduin valleys and marches northeast from Warfinger to Ilanin ("Wain-town"). The southern fork dissects Warfinger's "Tent Quarter" and winds across the Talath Harroch toward the southwestern tip of the Sea of Rhûn. Since the rise of the Easterlings, the latter road has been devoted more to local trade and the movement of garrisons than to major commerce.

The Men-in-Araw, the region's second major highway, serves as the chief avenue of trade in central Wilderland. Beginning at the Waildung capital of Buhr Widu (Rh. "Forest Hold") in the East Bight, this corduroy (wood-plank) road also forks. The northern branch continues eastward out of Buhr Waldmarh, meets the Men Celduin outside Buhr Ailgra, and then descends through the breaks and ridgelands above the river Ardruiga before merging with the Horse Road at Buhr Mahrling on the river Celduin. Meanwhile, the southern fork swings southward from Buhr Waldmarh, passes by Buhr Waldlaes (Rh. "Lawless Hold;" W. "Strayhold"), and skirts the edges of Mirkwood until it runs into the Men Romen.

An ancient road, the Men-in-Araw cuts straight through the East Bight, up into the Mirkwood Narrows. Locals call it the Glorious Road, for it leads to the Hill-citadel of Buhr Ailgra, Vidugavia's capital. Although partially ruined, Buhr Widu still stands strong, not five miles from the Wood. The settlement remains the center of Waildung culture as well as the focus of a rich lumber trade. Northman axemen still harvest timber in the surrounding woods, using teams of mammoth work-horses to drag the ancient logs out of the forest.




Woodman Trail
Gladden Path
Anduin
Maethelburg
Dol Guldur
Woodmen-Town
Rád Annon
Caras Amarth
Men Romen
Cór Angálaladh
Rád Angáladadh
Men-i-Naugrim
Orc Road
Gúlduin
Aradhrynd
Men-i-Mithrin
Buhr Widu
Buhr Waldmarh
Men-in-Araw
Dale
Strayhold
Esgaroth
Londaroth
Buhr Ailgra
Men Celduin
Iach Celduin
Celduin
Men Romen
Men-in-Araw
Ardruiga
Men Rhúnen
Azan
Warfinger
Men Romen (N. Fork)
Donu
Carnen
Buhr Mahrling
Ilanin
Men Romen (S. Fork)
Uldona
Men Dorwinion Horse Road
Riávod
Sea of Rhûn

Roads in Mirkwood

The shadow of a roadway — still visible today, although it is little traveled — leads beyond the forest edge to the Northman ruin at Cor Angálaladh (S. "Long-laughing Light Ring"). A ring of ancient oak trees and a circle of stone graves, this exalted site is the burial place of Waildung Princes. It is tucked in the forest about a mile and half north of the trail.

The forest path, which is called the Râd Angálaladh (S. "Long-laughing Light Path") continues southwestward and then splits. Continuing almost due west, the main trail weaves through the Narrows of Mirkwood, past Radagast's home at Rhosgobel, and then southwestward across the Nan Anduin to Lórien. This route was once the principal Elven highway in Mirkwood.

An intricate web of trails connects Thranduil's Woodland Realm in the North to the Old Forest Road and the Râd Angálaladh further south. Aside from some Elves and Woodmen and a handful of the Necromancer's guides and trackers, almost no one has hope of navigating this arboreal maze. The dreary light filtering through the twisted trees offers little aid, even on a clear afternoon. However well-worn at times, the paths seem to lead nowhere, or they disappear amidst the sandy beds of now-dry streams or in the rocky crags and dense foilage of the deep wood.

One trail in northern Mirkwood is relatively well-marked. Known as the Râd Annon (S. "Gate Path"), this long path links Thranduil's capital at the Aradhrynd with the Carrock Vale and the Northman hill-town of Maethelburg in the Anduin Valley. En route westward from the bridge at the Elven-king's Halls, the track crosses the Gûlduin, passes the Avar ruin at Caras Amarth, and leaves Mirkwood via the Forest Gate.

Routes in the Nan Anduin

Numerous tracks parallel to the banks of the Great River, but most of the secondary roads in the Nan Anduin stay close to the forest eaves. Even these, though, are little more than intermittent animal trails. The Woodman Trail, which runs from Woodmen-town south past Rhosgobel to the Parth Celebrant, is the sole exception. Navigation on the eastern bank of the river is difficult, for the ground constantly rises and falls across countless stream-beds. Generally, the only easy means of north-south travel is by boat, using the Anduin itself.

On the other hand, east-west routes are quite prevalent, since most follow the courses of the Anduin's shrinking tributaries. Of these, the Men-i-Naugrim and the Râd Angálaladh are the most important roads. Two others — the Men Rhúnen in the North and the Gladden Path between Rhosgobel and the Gladden Fields — are also significant, although the former is quite dangerous and the latter is rarely used nowadays.

The Necromancer's Orc Road

The Orc Road is actually a crude trail that winds southward through the Nan Lothanduin and leads to Morannon and the Gates of Mordor. Ostensibly an animal track and hunting path, this trail holds increasing importance, as Sauron's forces begin migrating between Dol Guldur and the Dark Land. None of the Gondorians or Northmen who have discovered the nature of the route have survived, for the Evil One and his minions have been careful. Orcs, Wargs, and Trolls travelling along the rude highway move only at night and in small groups, and generally during storms. Their camps are confined to pre-selected caves and marshlands located off the path. Since the settlements in southwestern Rhovanion are concentrated along the Men Romen on in the Anduin Valley, these foul servants of Darkness are rarely discovered. When they are, they invariably hunt down the unfortunate witnesses, slaying them before word reaches anyone concerning the presence of the Necromancer's forces.

10.2 THE WATERWAYS

Three major rivers — the Anduin, the Forest, and the River Running — bless the region with fresh running water and provide transportation for commerce and adventure.

The Anduin

Mightiest of all rivers in Middle-earth, the Anduin flows south for almost 1400 miles from its origins in the mountains of the northern Wilderland. The Anduin also serves as the principal obstacle and commercial avenue in western Rhovanion.

The Forest River

The Forest River (S. "Taurduin") rises in the Grey Mountains and races east and south through Mirkwood before feeding into the Long Lake (S. "Annen"), a small but significant body of fresh water lying beyond the eastern edge of the forest. Low hills line the northern and eastern shores of the Lake, obscuring everything beyond from view except the peak of the Lonely Mountain. (It takes about two days to row up the Lake and the River Running from the point the Forest River spills into the Lake to the Lonely Mountain.)

The Forest River empties slowly into the Lake. Although it cuts through low, stone cliffs — coarse, waterworn, glacial gravel called "shingles" — the widening river picks up only a little speed after virtually stopping in the Long Marshes (S. "Aelinann") between Mirkwood and Long Lake. The Marshes' pools of brackish water and wetland islets seem to swallow the river after it leaves the forest.

An eighty-foot waterfall called the Mere's End (S. "Lindal") stands south of Long Lake. The Lakemen of Esgaroth hear these tumbling waters as "a distant roar." Once the site of the Northman town of Londaroth, Mere's End is now only a portage point marked by two great mills.

The Celduin (and Carnen)

The Celduin (S. "River Running") flows through the Long Lake, where it mingles with the cool, green water of the Forest River. Originating amidst smoke and steam in the bowels of the Lonely Mountain, it flows south past the eastern eaves of Mirkwood before turning east to join the River Carnen (S. "Redwater"). It then passes through Dorwinion and empties into the Sea of Rhûn near the city of Riavod. Together, the River Running and the Forest River wind for more than 800 miles through the woods and plains of Wilderland.

Other Notable Waterways

Mirkwood possesses two great creeks worthy of mention: the Enchanted River and the Mountain Water. Both are swift-moving runs that rise in the Mountains of Mirkwood (S. "Emyn-nu-Fuin"). The former cuts northward and feeds the Forest River just west of the Halls of the Elven-king, while the latter flows eastward into the swamps that surround the River Running above the ford at Iach Celduin.

A magical water polluted by the Necromancer's Evil, the Enchanted River contains spells that confer forgetfulness and drowsiness on anyone who samples the stream's waters.

NOTE: *These waters befuddle Bombur during the journey recorded in Bilbo's tale* ***"There and Back Again."***

Northmen refer to the creek as the Sorcerer's Stream, while the Wood-elves call it by its Sindarin names: the "Gûlduin,"or "Gûlhir." A black, swift stream some twelve yards wide, the Enchanted River lies in the bowels of the forest, a good four-day hike from the eastern edge of the woods. Like the Mountain Water (S. "Emynen"), it is rarely encountered by anyone other than the Forest-folk or Sauron's minions, and even they consider the waterway more of hindrance than an aid to travel.

11.0 PEOPLES AND CULTURES

Great changes have overcome this region during recent years, changes most dramatically observed in the shifting communities of Wilderland's inhabitants. For not so many years ago, Rhovanion was the broad and thriving homeland of Northmen, merchants, farmers, agriculturalists, and breeders of horses — many of whom who proudly traced their lineage back to the great Prince Vidugavia. Despite its loose-knit social organization, the community of Northmen of Rhovanion played a crucial role in the vast, centuries-long struggles between the Kingdom of Gondor and the threat of the Easterlings who lived near the Sea of Rhûn and further east. No organized military scheme held the Easterlings back from attack, but the very fact that Men sympathetic to Gondor inhabited southern Rhovanion — both the impenetrable Mirkwood Forest and the Plains — discouraged incursions from the East.

Since the Plague Years (T.A. 1635-36), all that has changed. Once pastoral neighborhoodsand fruitful farms within view of one another, they lost their caretakers and the animals they housed so swiftly, so mercilessly, that many settlements are little more than ruins, ghostly reminders of the communities of Men that once lived here. Remnants of houses, barns, sheds, storehouses, tumble down in the snow and wind. Food stores, fine leather work, ropes, and farming tools remain behind, often in tidy order in the wooden outhouses that crumble all around them.

Despite the dwindling of Northmen in the Plains, the Plague brought inhabitants into the region, as well as striking them down. Little order, or political organization rules today, but life goes on.

Elves and Dwarves have often been called isolationists, with little interest in the affairs of Men. It should be pointed out, that the reverse is also true; Men have little interest in the affairs of Elves and Dwarves, except when they think they can gain by it. Rhovanion is filled with new dangers since the Plague: incursions from the East, bandits, Orcs, Trolls, and Dragons. Such conditions do not encourage intermingling; rather, they encourage the inhabitants to seek places of safety where they can. For the Elves and Dwarves this safety is in isolation.

11.1 THE WOOD-ELVES

The forest of northern Mirkwood is home to the immortal Wood-elves, who are immune to but not untouched by the shadow that has fallen upon the forest. Reclusive, with little interest in the outside world, the majority of the Forest-folk make their home in the Woodland Realm, in and around the Aradhrynd (S. "Halls of the Elven-king"). These lovely caves offer them a safe refuge in times of trouble.

The Forest-folk are comprised of Grey Elves, or "Sindar," and Silvan Elves, or Avari (Q. "Refusers"). The former compose the aristocracy, while the latter make up the bulk of the population. The Avari are smaller than their brethren, with sandy hair, although both groups share fair skin and blue eyes.

The Wood-elves are wise in the ways of the forest and the natural world. Alone of all who venture into Mirkwood, only the Elves can tread the forest trails in safety, for they know its dangers and can avoid them. For the Forest-folk, Mirkwood is not a perilous forest, but a friendly fair home, with dangers that can be avoided easily enough. Indeed, for the Elves the perils of the forest are something of a blessing, for they discourage travel through their realm and the incursion of men. The Wood-elves spend most of their waking hours in the forest hunting, singing, speaking to the trees, feasting, or keeping the borders of their realm safe.

While not hostile towards Men, the Elves prefer to avoid their company and enjoy the forest in peace. Dealings with Men are limited to trade with the Northmen of the Celduin Valley and the Men of the Land of Maidens (Dorwinion) through the Raft-elves of Celebannon (on the Forest River).

NOTE: *The Elves guard the borders of their realm jealously and consider all who leave the forest road trespassers. Travelers through Mirkwood may catch a glimpse of the Wood-elves or hear their feasting through the trees, but they would do well to keep their distance. When approached, the Elves will simply melt into the shadows and vanish, leaving the traveler lost and confused. For those who wish to deal with Thranduil's Folk, their best hope lies with contacting the Raft-elves of eastern Mirkwood.*



11.2 THE DWARVES

Called "Naugrim" (S. "Stunted People") by the Elves, the Dwarves of Rhovanion dwell in the Iron Hills. Like the Elves, they avoid dealings with Men, except in trade for foodstuffs. Small, broad, bearded, secretive folk, Dwarves are cunning workmen and fierce warriors. Dwarves make valiant and loyal allies and terrible unrelenting enemies. Generally Dwarves are honorable, except when blinded by gold lust. They are, however, touchy and quick to take offense and always ready to espouse the cause of a fellow Dwarf. Though some Dwarves have turned to evil, most are filled with implacable hatred towards Orcs and the creations of Morgoth and Sauron.

They spend their days at mining and at smith-craft, creating objects of rare and wondrous beauty. The Elves may dispute it, but the Dwarves have a keen appreciation of beauty, and constantly work to beautify their surroundings. The Dwarves of the Iron Hills have spent centuries enhancing the natural beauty of their holds. Their caverns are not dark and gloomy, but filled with the magical light of Dwarven lamps.

11.3 THE NORTHMEN

The hardy folk now considered indigenous to Rhovanion are collectively called the "Northmen" by the Dúnadan scholars in Gondor and Arthedain. They are fair and tall and strong, noble by the standards of Men. Their fierce sense of independence, however, has led to a splintering of the ancient ways they brought with them from Eriador during the first centuries of the Third Age. Five sub-cultures have emerged, groups bound by their way of life and not through any sense of political unity. Common enemies and unique Men of great stature have occasionally forged alliances and welded fleeting kingdoms, but the Northmen have always moved their separate ways. Even the mixed Northmen citizenry of the towns along the Celduin and in the East Bight have generally kept to themselves. Nonetheless, they are aware of their common ancestral bond and remain brethren in the struggle against the Shadow.

THE ÉOTHRAIM

Racial Origin: A Northman group — actually a collection of clans who share a similar sub-culture based upon an extensive use of the horse. The term "Éothraim" is one of convenience and is derived from the label used during the brief period that these scattered clans broke tribal bounds and were united as one "Great Tribe" or "People" (Rh. "Uillthuid"). The six "tribes" (Rh. "Thiud" or "Théod") of Northman Horse Lords are the descendants of Eriadoran groups which migrated through the Misty Mountain Passes or through the Great Isen Gap in six waves during the first six centuries of the Third Age. These folk served as infantry and (later) cavalry in the armies of Arnor and Gondor and were the first Northmen to make widespread use of the horse. The lack of Eriadoran horse herds and opportunity to secure vast pasture land made Gondor's offer of Rhovanion territory exceedingly attractive.

Home Region: Rolling plains of Rhovanion, with primary concentrations south of the Celduin and north of central Dagorlad. Heaviest numbers east and southeast of Mirk-wood's East Bight.

Ecosystem: Cool regions which contain vast expanses of open grassland. They favor areas marked by long grasses, scattered woodlands, rolling hills, and plentiful water.

Political Structure: Basically a clan-based society led by Chieftains ("Thynas" or "Eorlas"). The clans generally occupy specific territories and jealously guard their boundaries. Those near the East Bight, however, often live beside one another in the same village or on joint land-holdings. The clans are grouped in six "tribes" (Rh. "Thiud or "Théod") which meet thrice yearly. Tribal leaders (Rh. "Huithynas") are chosen from the strongest of the Thynas. (Gondor calls them "Princes".) Between T.A. 1000 and 1500 the clans were loosely governed by the Thyn of the Waildungs, who was overlord of the East Bight and oversaw a unified council (the Frathing) which settled inter-tribal disputes and dealt with neighboring Gondor.

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage can occur outside of the clan and, particularly in the case of "royalty,"outside the tribe.

Settlement Pattern: The fortified village, a collection of long-houses surrounding the ceremonial Hall (Rh. "Saicghuil") serves as the center of clan territories. Most able-bodied Men are away managing the clans' resources (e.g., Horses) and the borderlands during the non-Winter months. These groups ride a circuit and occupy semi-permanent camps. Constant contact with the home village is the norm, for good horses and an intricate network of trails afford swift communication. Certain clans and some of the wealthier nobility among the others live on fortified "manors" during the winter and retreat to the village only in cases of outright war.

Military Structure: All males above the age of seven receive training in survival and hunting skills, and all those fourteen or older receive training in weaponry and rudimentary tactics. The whole of the clan's able-bodied male population serves as the primary levy (Rh. "Faird"), while the remainder is schooled in the arts of stationary defense. The clan chieftain maintains a standing "house-guard" (Rh. "Kuzdrauhtan"), part of which accompanies him; the remainder guards the village and/or the lord's manor. Fighting is exclusively from horseback, except where the enemy has driven the clan's forces into a surrounded defensive site. Family leaders serve as sub-commanders of the Faird, while the overall structure is keyed to the seniority of the knights (Rh. "Driug") of the Kuzdrauhtan.

Currency: None. Gondor's currency is quite commonly used, and clearly precious metals are readily accepted, but the society is nonetheless keyed to barter.

Language: Variations of the Rhovanion tongue Eothrik. Use of Westron is widespread, particularly in commercial circles or in areas in close proximity to Gondor.

Appearance: Generally blond, blue-eyed folk. They are tall, the men averaging 6'1", the women 5'5". They have considerable amounts of facial hair, but are not otherwise hairy. They wear linen and/or woolen shirts, medium-length pants, and leggings. The Driug sport chain or scale mail shirts and open helms. The Éothraim usually have an average to stocky build.

Housing: Depending on locale and social status, the Éothraim live in wood or stone "Long-houses" (Rh. "Lainghudan"). Roofs are of woven grass over a light wood or twig frame and have a smoke-hole. The interior is normally one room with an associated storage area and/or loft(s). The few high windows can be covered with shutters, and the walls are insulated with earth and wool blanketing. Entry is via sloping earth ramp, for the floors are set 2-4 feet into the ground. Light wood or twig fences surround manors or the garden areas of the more prominent villagers.

The nobility live in sprawling homes which may have ten or more rooms. Their floors may be carpeted or have a covering of stone. Generally, however, they are nothing more than an elaborate variation on the basic theme.

Diet: A mixed diet prevails, with heavy leavened or unleavened breads providing most of the bulk. Wild or domestic fowl, fresh-water fish, and game are in abundance, and dairy products (e.g., Goat or Kine milks and cheeses) are usually available. Spiced or watered wine, beer, and imported meads are the favored potables.

Worship: The structure is typically Northman. The Cult of the Stag (Rh. "Ailgrakyn") is central to this group's rituals, although the Cult of the Earth (Rh. "Uerdakyn") maintains significant sway.

THE GRAMUZ

Racial Origin: A Northman group whose sub-culture is based on agriculture. They became a distinct unit (tribe) during the first millennium T.A. The urban Northmen sub-culture found in northern Rhovanion at Dale, Esgaroth, and Londaroth has often been associated with this group, but is in reality quite distinct.

Home Region: Rolling plains and river valleys of Rhovanion, with primary concentrations north of the Nan Celduin. They generally prefer sheltered lowland areas where the soil is rich and the winds subdued.

Political Structure: Essentially a clan-based society led by hereditary chieftains (Rh. "Thynas"). The twelve (Rh. "Twa- lif") Thynas compose the traditional tribal Council of Elders (Rh. "Fadarthing"), which meets three times a year or during periods of great emergency. Their sacred meeting site in the ruins east of the Iach Celduin has never moved.

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage can occur outside of the clan or tribe, but unions with non-Northmen are extremely rare.

Settlement Pattern: Scattered farming units are occupied by one to three families. Generally, a number of these household groups compose a sort of loose village (Rh. "Alanburh") located by a protected refuge — such as a terraced hill surmounted by a modest wooden wall and surrounded by a moat. These "forts" are normally used to confine domestic animals. Aside from the urban Northmen, this is the only truly non-nomadic Northman group, for the residences are permanent sites which are occupied on a year round basis.

Military Structure: All males above the age of seven receive schooling in farming skills, but training with weapons does not begin until a youth has reached the age of fourteen. All residents of the Alanburh are taught to use the traditional 8' spear; certain able-bodied males learn the use of the short or long bow, and most folk are skilled with a hand axe, short sword, or broadsword. Essentially, the Alanburh acts as a military sub-unit of the clan's Faird. No standing army exists among the Gramuz, and the elite warriors are an informal grouping of men recognized for their noble blood or battle experience.

Currency: None. Gondor's coinage is accepted in most Alanburh and clearly precious metals are always acceptable. Barter is still the norm, although garnet jewelry is often in circulation as a sort of quasi-currency.

Language: Variations of the Rhovanion dialect Gramuik (from which we derive "Gramuz"), the "Tongue of the Open Country." Westron is prevalent along major trade routes.

Appearance: Generally blond, blue-eyed folk. They are taller than "common men," the men averaging 6'0", the women 5'4". Their grain-oriented diet has resulted in a group which is shorter than other Northmen. Although they are not particularly hairy, men usually sport beards. They wear cloths of linen or wool: pants or (for women) short shifts with leggings, medium length shirts, fabric cloaks, and soft-soled shoes. Wealthier warriors may don chain or scale mail shirts, but the norm is leather armor — generally a rigid leather breastplate, a soft leather jerkin, or a long leather hauberk.

Housing: Most of the Gramuz live in rectangular structures which are little more than short versions of the typical "Longhouses" (Rh. "Lainghudan") of their Northmen brethren. These are one-room structures (called "Bida-hudan") set two to three feet into the ground. They have high roofs, wooden frames covered with layers of grass, which often have a storage loft. A small grain room is attached to the side of the house and is entered via a separate door; it doubles as a pantry of sorts. One enters through a low doorway, and descends into the main room by way of a ramp or stairs.

Diet: Generally grain and dairy oriented, with occasional small portions of fish or poultry. Red meat is relatively rare except at festival time.

Worship: Typical Northman holidays and clerical structure. The Cult of the Earth (Rh. "Uerdakyn") is predominant, but the Cult of the Growing — a sub-cultural equivalent of the traditional Cult of Trees (Rh. "Alanakyn") is common in certain areas.

11.31 THE NORTHMEN OF SOUTHERN WILDERLAND

One hundred years ago, southern Rhovanion was the prosperous homeland of agricultural Northmen whose farms clustered along the southern eaves of Mirkwood, particularly in the clearing called East Bight. But the Plague swept through, bringing illness and death, and in its wake bringing vagabonds as well, who combed the countryside looking for any place and any way to live through the difficult years. This sequence of hardships cut deep into the Northmen's culture, leaving only the toughest families alive on the Plains. One out of three homesteads still houses some Northmen who trace their ancestry back to Vidugavia, but whereas these people were once peaceful farmers and trainers of horses, they are now fierce defenders of what little remains. They have developed weapons far beyond the ordinary in their ability to fire true to the mark, and these Men rarely speak before shooting. They have chosen to let the outside of their farmhouses fall to ruin, thinking that then invaders will pass them by for abandoned. But this decision means to any traveler through Talath Harroch and East Bight that no matter how abandoned a farmhouse may look, it might well harbor a Northman with weapon in hand.

11.32 THE URBAN NORTHMEN

The "urban Northman" of Rhovanion occupy the principal towns of the Nan Celduin and Nan Annen in the North, and Mirkwood's East Bight in the South. The Dalemen, Lakemen, and Waildungs are all urban Northmen. No monolithic sub-culture exists among these folk; instead, they enjoy a relatively advanced, mercantile- flavored lifestyle which is colored by the more distinct ways of their rural neighbors.

Northern Rhovanion's townfolk migrated from Eriador at a relatively early date, making their way across the "High Pass" of the Misty Mountains. The first group settled at Dale. The founders of Londaroth, Esgaroth, and the smaller towns of the Nan Celduin (S. "River Running Valley") followed later. These people had been at the center of trade before the migrations and left behind modest towns in Eriador when the lands of Rhovanion became safe for settlement. Opportunities in the "new territory" were appealing, and pressures from the Witch-king, migrating Dunlendings, and the omnipresent Dúnedain made the journey even more attractive. Most of the citizenry remaining followed during the next two hundred years.

THE BEIJABAR (Bajaegahar or Beornings)

Racial Origins: A collection of small Northman groups, generally family groups, which compose a loose clan. Their social structure, physical type and norms are radically different from their Northman brethren, so much so that they are considered to be culturally distinct; they are not simply a Northman sub-unit. Originally they were the masters of the Northman Cult of the Bear (Rh. "Bairakyn") and became increasingly isolated from the other Northman of Eriador as the Second Age passed. By T.A. 1 they had retreated into the high foothills and passes of the northern Misty Mountains (S. "Hithaeglir"). During this period the Bairakyn splintered and the Beijabar assumed the role of "protectors" of the east-west trade routes. When the Northmen migrated across Misty Mountains during the first part of the Third Age, their passage was guarded by these hardy folk.

Home Region: The Nan Anduin (S. "Anduin Valley") and highland passes of the Misty Mountains. Most lowland (valley) groups reside along the western edge of Mirkwood, while the highland families stay close to the refreshing headwaters of the Anduin's numerous small tributaries. The highest concentrations are found in the Nan Anduin between the Gladden Fields (S. "Loeg Ningloren") and the Carrock. These folk help guard the Old Ford (S. "Athrad Iaur") and make the valley safe for modest traffic and commerce.

Favored Ecosystem: Well-watered highland areas which contain substantial stands of primary forest and have cool weather. They favor rugged places, rushing freshwater streams, and plentiful animal populations.

Political Structure: Although they are widely dispersed and seemingly apolitical, the Beijabar are a remarkably unified clan. The hereditary leader — the High Shape-changer or "Ruling Bear" (Rh. "Waildanbair") — is the religious and political leader, and acts an intermediary with other folk. He is generally the closest eldest male in the line of the last leader, but there is no firm principle of primogeniture and further removed men of exceptional ability have been chosen as successors on at least one occasion. One absolute prerequisite exists: the Waildanbair must have the power to Shape-change (Rh. "Skuiftlaik"). This ability is central to both the leader's political and religious roles. Upon the death of his predecessor, the new Waildanbair removes himself from his family manor and takes up residence at a traditional site near the Carrock. From this point on, he lives alone and visits his family only periodically. His word is absolute, although he frequently consults with his hand-picked advisors.

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage is outside the family but within the clan.

Settlement Pattern: Extended family units live on isolated "manors" (Rh. "Haiman"). Each Haiman has an associated territory of substantial size (often 400 sq. miles), and the family maintains and utilizes this fief's resources. The eldest male(s) frequently leave the Haiman in order to maintain contact with other members of the clan, or participate in extended hunting or fishing expeditions.

Military Structure: The oldest male in the family is called "Frathaguim" (Rh. "Wise One") and is responsible for training, maintaining, and leading warriors who serve the clan during times of need. The whole of the male population forms the Faird (levy). All males above the age of seven learn military and outdoor skills. By the age of ten, Beijabar youths are skilled trackers, superb bowmen, and animal masters. Men above the age of fourteen are eligible to serve in the main body of the Faird. Normally, this force is assembled at one of ten meeting places in the Misty Mountains or northwestern Rhovanion. The Waildanbair traditionally initiates the call through a network of "messenger beasts" (Rh. "Haurnwinar") and heralds (Rh. "Haurnwair").

Currency: None. Trade is strictly by barter; and since the Beijabar have an insulated culture and are essentially self-sufficient, interaction with other groups is on a relatively modest scale. Only the Wood-men and Wood-elves have regular exchanges with Beijabar families. A close friendship is a prerequisite.

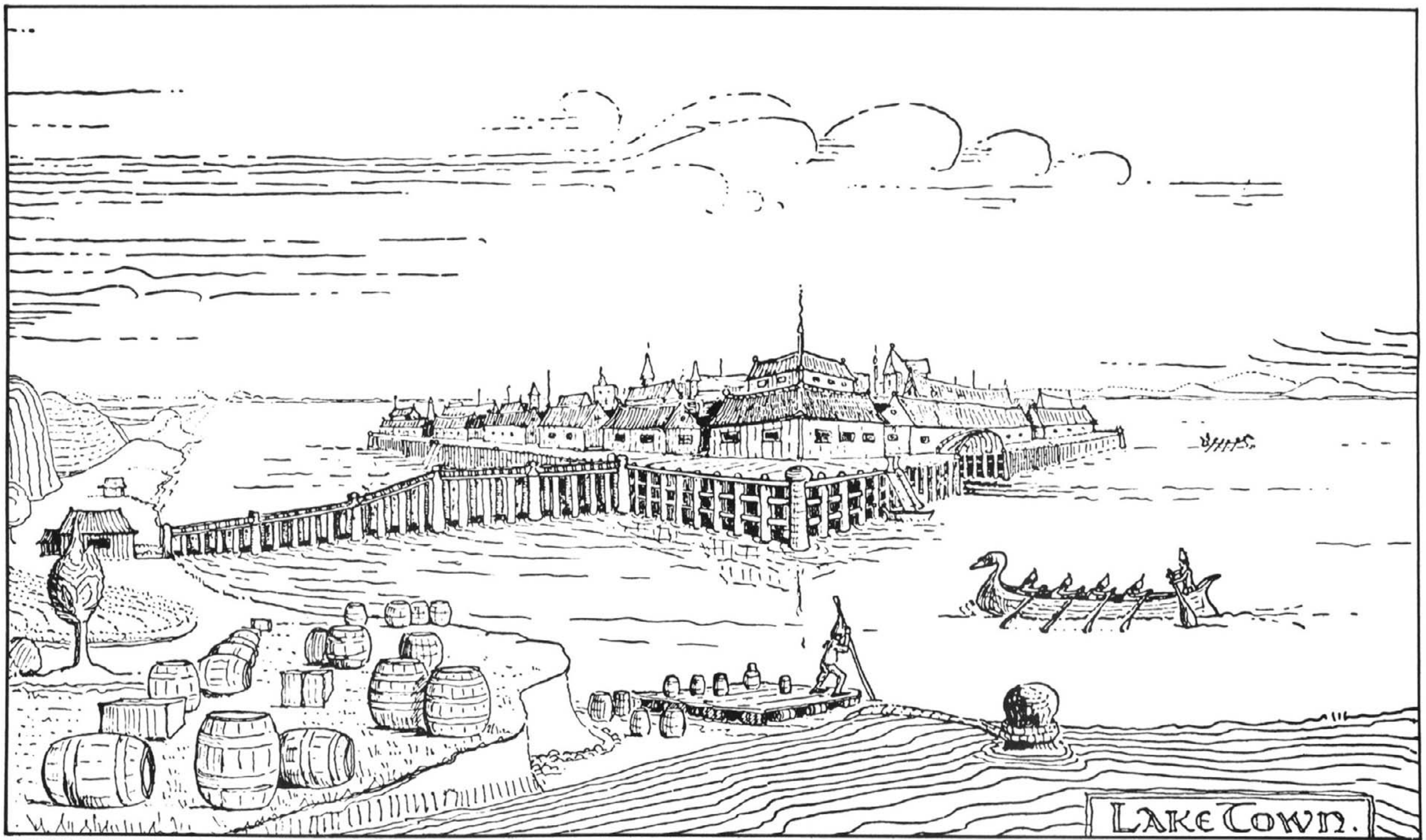
Language: The Beijabar employ two forms of communication. Their standard tongue is a derivation of ancient Eriadoran Northman Speech and is called "Atliduk". (The word "Beijabar" is the Atliduk equivalent of "Bajaegahar," the latter being the standard label used among other Northman groups living east of the Misty Mountains.) Each of the Beijabar is also capable of communicating in "Waildyth," a system of signs and equivalent "nature signals" which can be used in the wild without betraying one's presence.

Appearance: Physically, the Beijabar are the largest of the Northmen. Men average 6'4", women 5'7". They are uniformly strong in build and bone structure. Their complexions are fair; but unlike most Northmen, most folk have reddish hair, and considerable amounts of it. They wear fur tunics and capes, woolen pants with leggings, and no armor. Warriors often fight in hardened and reinforced leather helms which are covered with fur and/or the horns of fallen beasts.

Housing: Beijabar live in relatively comfortable long houses which they call "Laenganhuida". These are usually one-room structures made of beautifully fitted wood. Unlike other Northman buildings, they are raised above the ground on pillars. They have high ceilings which have substantial rafters and occasional lofts. Huge cooking pits are set into the center of the house floor, and smoke holes are cut into the roof peak in order to assist ventilation. Most Laenganhuida have one or two covered porches. The manor itself is called the "Muidwe", and is typically the site of numerous bee hives, gardens, and feeding structures for forest beasts.

Diet: An exceptionally balanced bill of fare which includes fish, poultry, red mead,cheeses, fruits, berries, a wide variety of breads, numerous honey-based dishes, and thousands of edible plants and spices. These folk enjoy a good meal.

Worship: The Cult of the Bear (Rh. "Bairakyn") is the center of Beijabar worship. The Waildanbair is master of the cult; but he is assisted by lesser lords or "Waetan", some of whom can Shape-change. Ceremonies occur in well-defined, protected glens and involve Men costumed as beasts. The Waildanbair and any other Shape-changer(s) take the form of bears and recreate ancient epics (e.g. depicting the origin of the Beijabar, the Creation, the Ancient Wars, etc). Other religious rituals surround the burial of the Waildanbair at the Holy Carrock (one of many river rocks which is normally labeled simply "the Carrock").



This second wave of Eriadoran townspeople migrated to Rhovanion by way of the "Great Road" or "King's Way", through the Great Isen Gap (Gap of Rohan) south of the Misty Mountains and across the Undeeps. They settled south of the Celduin, where the vast open plains were occupied by scattered clans of Horse Lords. Still, their penchant for cool hills and protected town sites resulted in a remarkable degree of concentration, and nearly all of the new urban groups gathered in the highlands of the East Bight. There they built their towns — large collections of wooden long-houses, surrounded by palisades set atop great walls of earth.

The townsmen maintain close contact with the great kingdom of Gondor to the immediate south, for a healthy portion of their trade is derived from the neighboring Dúnedain overlords. In addition, these Northmen have a mercantile past; when they still called Eriador home, they were in close contact with the High Men of Arnor and learned the benefits of dealing with others, particularly the rich and powerful. Their contacts have led to Gondor's recognition of the Princes of the East Bight as the rightful masters of the "Kingdom of Rhovanion," even though the Northmen themselves recognize no one authority. Nonetheless, the townsfolk are the focus of trade and act to tie together the more independent groups of their brethren. Their preoccupation with, and talent for, politics also give them the ability to organize and act as intermediaries. Such a foundation allowed Prince Vidugavia and his immediate descendants to call themselves "Kings."

11.33 THE BEIJABAR

Along the eastern banks of the River Anduin, the benign race of Men called the Beijabar have made their homes for who knows how long. Their dwellings can be found from the point where the River Silverlode joins the Anduin, northward even beyond the isle later called the Carrock (not far from the greatest of all the Beijabar: Beorn the Big.) One might wish to call their loose gathering a community, but to better describe it one must borrow a term like "pack" or "den" from the world of animals. For the Beijabar, Men though they are, live together in that sort of languageless, ruleless, instinctive way that a pack of beavers or a den of bears might live.

Leadership rests with the oldest male member of each family unit. Because of their skills in skin-changing, Bornabeor and his son Bornbeneor were well known and held in highest regard by all the Beijabar. If any crisis required leadership among the Beijabar, those two would take charge. Otherwise, no ideas of government, of power by one Man over another, or of dominion by the Beijabar over other races have ever crossed their minds.

The Beijabar's daily concerns remain focused on the rigors of daily sustenance: gathering the fruits and nuts on which they live exclusively, tending to their homes of earth and wood. Their great strength is in animal husbandry, for they raise animals so shrewd and gentle, from Cows and Bees to Bears and mountain lions, that they have come to be able to depend on those animals for the care

of their homes, their household tasks, and their children. A Beijabar household is a bustling menagerie of animal workers, none speaking in an articulate tongue, but all moving together intuitively in productive harmony.

The Beijabar speak a curious language, distantly related to other Northman tongues, but enhanced by sounds learned from the animals with which they dwell. They have also learned to dress themselves through lessons from their animals, for they gather shedding fur and spin and weave it together into dense, thick cloth. The Beijabar mate for life. They raise their children together as a couple, and as a couple they also tend and train their own household beasts, although no Beijabar would consider that he owned his animals.

The Cult of the Bear

The religion of the Beijabar is pantheistic, worshiping the forces of Nature in every form that manifests its overwhelming powers, from lightning to sunshine, from the full moon to the ever-running waters of the Anduin. Only one force is esteemed above all others, that of the Great Bear Spirit, sacred to the pre-eminent Cult of the Bear (Rh. "Bairkyn"), for the very being of the Beijabar is associated with the blood of these awesome beasts.

The focus of this cult is the worship of Béma (Oromë) in rites involving elaborate dancing accompanied by skin-changing and costumes. These rituals commemorate the gift of Skuiftlaik (Rh. Shapechanging) bestowed by Béma upon the Beijabar in the Elder Days. The Bear shape is said to bring the Beijabar close to their

THE WOODMEN

Racial Origins: A collection of wandering Northman bands which compose a small, loose tribe. These hunter/gatherers adhere to a relatively "primitive" lifestyle which reflects the state of greater Northman culture as it was prior to the mid-Second Age.

Home Region: Mirkwood. Most can be found in the western-most section of the forest, just north and south of the Men-i-Naugrim; but many bands roam the northwestern section of the wood.

Favored Ecosystem: Dense, mixed primary forest found in cool climates. Area must support large populations of Elk (Stag) and other sizable herd animals.

Political Structure: No overall unity. The clans are composed of bands which gather three times a year (at each equinox and during mid-summer) for purposes of trade and religious rites and rituals. The Starend ("summer solstice") gathering takes place in the northern part of the forest and serves as a union of all the clans. It is at this time that the annual political assembly, the "Motadan" meets to decide inter-clan disputes. Each clan council is represented. Band leaders comprise the clan's council ("Aldiarthing"), and elect an elder to preside over the clan until the next gathering. The political center is the traditional meeting place, but this focus remains unoccupied during much of the year. Clans rarely deal with each other.

Social Structure: Strictly patrilineal (traced through one's father) and patrilocal (the wife resides with the husband's family). Marriage is outside of the band but within the clan.

Settlement Pattern: Groups of two to four families live and travel together as "bands." Each band maintains its own small territory and maintains a number of campsites within that area. Their existence is essentially a nomadic one, based on hunting and gathering. Weaker men, women and children reside in the camp while the stronger men pursue the hunt for one-three week periods. A number of the camps are occupied over the course of the year. The whole band joins the rest of the clan during the spring, mid-summer, and fall. One clan, the Sairthéod, lives in a settlement at "Woodmen-town" and enjoys a unified structure. (See color insert and Section 13.4.) Theirs is an abnormal existence which has been derived from close contact with the neighboring Elves of Lórien.

Military Structure: All males above the age of seven are engaged in training with weaponry and possess skills in tracking, stalking, and anything else associated with a hunting and gathering existence. They make fine warriors, but have no formal military training. The clan's military structure is informal; the council can call upon the bands to provide Men for the defense of their territory. Accomplished warriors command by virtue of the authority they maintain in everyday life. Armor consists of helms with leather jerkins or hardened leather breastplates; round wooden shields covered with leather and reinforced with iron are the norm. All warriors are proficient with long bows, and short swords and hand axes serve as the principal hand arms.

Currency: None. Barter is the norm, and precious metals are prized primarily for their value in making ornaments. The use of coinage is virtually unknown outside of Woodmen-Town, and it is extremely rare there.

Language: Rhovanion sub-group Nahaiduk. Westron is spoken by few outside of Woodmen-town. The Woodword is their secret tongue.

Appearance: Generally blond, blue-eyed folk. They are tall — the men being 5'10" to 6'4", the women averaging 5'5" — and have large amounts of facial hair. Their build is average to stocky. They wear crude woolen tunics and short pants with leggings, and favor coats, cloaks, and hats of fur.

Housing: Primarily long, rectangular, arched structures of woven wood covered with hides. The single-room interior is set approximately three feet into the ground and is entered by a sloped opening. Smoke from the interior fireplace finds its way out through the one or two window openings or via the doorway. Woodmen-Town is an unusual setting — the houses are set up in tall, stout trees and built upon platforms of wood, normally elevated 15-20 feet. Most have but one room, and are composed of small wooden planks or sections set over an inner frame and chinked with mud. The roofs are of woven hide and are secured to the trees' trunks (which usually run up through the center of the abode). Open platforms serve as meeting places, and communal cooking areas have walls but no roofs.

Diet: Generally meat in the form of fresh or dried and salted game. Fish is eaten on occasion. Berries and wild grains supplement the carnivores' bill of fare.

Worship: Each band has a member who is formally designated as one of the "Wuitan" (Rh. "Knowing Ones"). These folk are generally women, shamans who act as healers, seers, and spiritual leaders. They uniformly adhere to the norms according to the tribe's ancient "Alanakyn" (Rh. "Cult of the Growing"). All of the Wuitan belong to the Alanakyn, but the cult's leadership resides in a band of "Arivwiutan" (Rh. "Ever-knowing Ones"). This grouping of four family units maintains its own through rigid training, and enjoys a relatively sedentary existence. Other bands help support these shamans through constant contributions, particularly at the times of the great tribal gatherings.

beloved Béma, for the great Vala is a hunter of foul beasts and master of changing ways. (All Valar, of course, possess the latter trait.) In the Elder Days, the Beijabar, in the shape of Great Bears, accompanied Béma into battle against the armies and servants of the Black Enemy. Now they gather in one of their traditional glades to dance and commune with their Fathers. Then they go forth in search of the creatures of Darkness, hunting and killing with brutal determination. This instinctive slaughter runs deep in their blood, and in times of war, or at the sighting of one they call a "monster" (e.g., an Orc or Troll), the Beijabar lord might see fight to revert to the ways of his venerated bear-cousins.

11.34 THE WOODMEN

Unlike other Northmen who shun Mirkwood, the Woodmen are at home in the great forest. In fact, they live in trees, much like Thranduil's folk.

The community of Woodmen long ago reflected the same animal-like patterns of organization still found among the Beijabar: individual families lived in their own houses in the trees, gathered and hunted for themselves, and quietly subsisted. In fact, examples of this sort of primitive Woodmen settling still abound in northern Rhovanion, from whence this more sophisticated southern tribe of Woodmen migrated. For whether through intelligence, mutual enemies, or learning gained by contact with the Elves, the Woodmen of southern Rhovanion, even back before the turn of the Third Age, learned the benefits of an organized community.

Today the sophistication of their woodland society can be seen reflected in the network of houses that they have built at a height of twelve to fifteen feet above ground level, among the trees. The complex of tree-buildings began centuries back as children married children and wished-for passageways between their old homes and their new, without descending to ground level. Today no Woodman house stands alone, and ingenious methods of carpentry provide both solid support and also artful walkways from dwelling to dwelling, all in among the leaves and branches of the woods.

The roles of the sexes are sharply divided, although without bitterness, among this tribe. But so important to daily life are the responsibilities of both Woodmen and their wives that marriage is essential by the age of fifteen. From the time of marriage on, the Woodman must always tend to the safety, comfort, and beauty of the home in which he and his family live. The wife of the Woodman, benefiting from his labors, does her share by seeing that the family eats well throughout the year. Both wife and husband, therefore, must sometimes sojourn outward from the community,

THE SETTLERS FROM GONDOR

Racial Origins: "Lesser Dúnedain," a varied mix of folk who are in part Northmen, derive some blood from the indigenous "Common Men" of Second Age Gondor and are directly related to the original Dúnadan settlers who arrived from Númenor after T.A. 1800.

Home Region: The plains, rolling hills, and scattered woodlands east of the Anduin, north of Mordor and south of Mirkwood — stretching as far as the Sea of Rhûn. The highest concentrations are along the Anduin. The larger settlements further east are concentrated along the Men Romen (S. "East Way"), the road which serves as the principal communications link with the region. The largest concentrations of Dúnedain are near Tir Anduin, Thorontir, and Warfinger.

Ecosystem: Largely varied. The Men of Gondor prefer mild winters and warm summers, but these hardy refugees have become used to the cooler temperatures. Most of the folk prefer well-wooded hills which overlook a source of freshwater.

Political Structure: Gondor's eastern territory, generally called Dor Rhúnen (S. "Eastern Land"), is officially a royal holding administered by a Regent (S. "Namion," or "Ordained" is the title, and the prefix "Nm" is affixed to his name). He acts as military and civil commander. Like the first official Regent Minalcar (Rómendacil II), this Lord also serves as an ambassador to neighboring peoples, notably the Northmen and tribes of Dorwinion. The locals call him the "Mund" (Rh. "Guardian"). Regents usually act through the military structure, but are empowered to work with the retired "Requain" (S. "Knights") who make up the aristocracy and are the area's chief freeholders. Each Roquen who has settled in Dor Rhúnen maintains a fief of up to 1000 acres and is responsible for all the citizenry located within its bounds. He is also bound to provide levy troops and/or "Ohtari" (S. "Warriors") in time of need.

Social Structure: Descent is bilateral (traced through both father and mother). Marriage must occur outside of the family and can involve "non-Dúnadan" (this has generally meant Northmen). Residency is bilocal: one might live with either the wife or husband's family.

Settlement Pattern: Most settlers reside in very small towns, some of which are fortified. Outside the Nan Anduin area, settlement is sparse and long distances separate town sites. The Great Plague has compounded the problem, and a number of towns are entirely abandoned. Few exist with better than half their pre-Plague population. Most of the towns are located along the Men Romen beside military outposts and/or the fortified manors of the Requain. In fact, the Men Romen serves as the main or only street of the majority of towns in the Dor Rhúnen.

Military Structure: The organization of Gondor's Eastern Army is unique. Wide distances and tenuous communication lines make any reliance on a levy-based force unfeasible; the limited resources have dictated that an elite, semi-mobile army serves better than the usual men-at-arms. The Targaen serve as the sub-commanders directly beneath the Regent. They command the standing army of over 2,000 warriors housed in a series of outposts by the Anduin or along the Men Romen. This field force can be supplemented by retired Requain and Ohtari, as well as by allied Northman cavalry. Each Targen commands a unit of 500 Men called an "Ohtarrim" (S. "Warrior Host"), which is in turn divided into five "Falmarndak" (S. "Battle Waves"). The Falmendak contains 100 troops commanded by a Thangon (pl. "Thengyn") and organized into five 20 man Falmarcel (S. "Running Waves"). An Ohtarin leads this, the smallest of Gondor's battle formations. Both the elite Requain (S. "Knights") and the noble Ohtari (S. "Warriors") are organized according to this structure, although the Men are segregated according to rank. Thus, a Falmecel of Requain will be

he in search of useful lumber, she in search of food not found in forest eaves. Usually men or women travel together in groups on these outings, and usually they do so during different seasons: the men travel out in search of wood during spring and winter, and the women forage regularly together during summer and fall, meaning that at any time of the year one or the other adult within a Woodman family can stay home and tend the fire and the children.

Religious myths and beliefs among the Woodmen center revolve around the seasons of the year. For them, each of the four seasons is a goddess, each bringing good as well as bad. Necessary homage must be made by seasonal meditations, performed together by the entire community, reflecting upon the powers of Nature and expressing thanks for the world of trees.

Most Woodmen and their wives are proficient in three languages: Naihaiduk, their principal dialect; the ancient Woodword, which they shared with more primitive Woodmen to the north but with no others around them; and the Common Speech of Westron, which they had learned during the influx of groups of Men into the Vales of the Anduin. Children are trained in Woodword early, but upon reaching the age of fourteen they spend a year learning the geography and language of Wilderland in a forest school.

This Woodman community is fairly well self-sufficient, isolated as it has been from many other societies. But over the last few centuries and particularly during the last few years when fugitives fleeing the pains of the Plague have been passing through their lands, the Woodmen have found that their facility in whittling and joining fine woods has provided them with items worthy of trade with others. They are especially known among Rhovanion and Gondor for their intricate boxes, called "Inerenerabia" (pronounced like "inner-enner-ah-bee-a"; singular: "Inerenerab," pronounced "inner-enner-ab") by those who construct them. No wider than a foot, no deeper than eight inches, rarely taller than six inches, from the outside these Woodmen boxes look like simple oaken constructions, only occasionally decorated with inlaid ornaments of other types of wood.

Open an Inerenerab and inside one sees numerous compartments. Even more compartments exist within the boxes, hidden to the intruder's eye. Magical powers reside in these boxes, powers reined in by the Woodmen's skills in harvesting and curing woods. Food put into an Inerenerab stays fresh and nourishing for one month. Herbs and roots put into an inerenerab retain their medicinal potency; needless to say, poisons maintain their powers there as well. If one obtains an Inerenerab from a Woodman with good will, then the secrets of the hidden compartments work to one's everlasting advantage, allowing one to hide precious items like rings or bracelets out of view of robbers and thieves. But if one obtains an Inerenerab without the good will of the Woodmen who made it, none of these exceptional qualities hold true.

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used differently from one composed of Ohtari. Dúnadan tactics are based on widespread use of well-trained heavy infantry; although the Eastern Army has an unusually large proportion of mounted units, for half of Gondor's cavalry is deployed on the plains. The typical attack involves drawing part of the line into a "Dirnaith" (S. "Man-spearhead"), or "wedge," which is used to sever an enemy line or disrupt an assembling foe. A "Thangail" (S. "Shield-fence") is employed in times of trouble, when defensive emphasis is crucial. The Thangail can bend to form a circle of steel which dissuades even the most determined charge. Outposts are manned by 60-100 men. The commanding Thangon — who may be either an infantry or cavalry leader (depending on locale) — will have varying proportions of foot and horse soldiers, but no more than one Falmecel of Requain. And, since a Roquen is allowed to live in private residence on a small fief, the Knights require mustering and are used only in times of great need. The Ohtari perform the patrol and relay duties. Gondor's banner of royal blue faced by the image of the White Tree is carried into the deepest outland nooks.Gondor's troops favor the broadsword and composite "steel bow" — the latter being an effective weapon, but nonetheless a pale shadow of its Númenórean ancestor. A number of the mounted Requain and leaders prefer two hand weapons. Lances and spears are the province of others, for the Men of Gondor rely on their silvery chain or scale mail and heavy mounts to great effect in close melees, and have no qualms about fighting in close quarters when a charge fails to break a foe. After all, Gondor's cavalry is in many ways "mounted heavy infantry."

Currency: The settlers usually barter with their neighbors, although coins minted at the royal treasury at Minas Anor are in wide circulation. The silver piece is the standard, although most folk deal mostly in bronze (10 bp = 1 sp) or copper pieces (5 cp = 1 bp). A sprinkling of gold (20 sp = 1 gp) can be found among merchants or the wealthy. Due to Gondor's economic impact, these exchange rates and coins are respected in bordering areas. The images of the White Tree and the King (later Steward) are widespread.

Language: Westron or the "Common Tongue" is the language of the citizenry throughout Gondor, and Dor Rhúnen is no exception. Labels and place names are often in Sindarin, and personal names frequently take older Adûnaic forms.

Appearance: The Dúnedain are generally dark-haired and fair-skinned folk with grey or green eyes. They are tall, the men averaging 6'2", the women 5'6". Most have little or no facial hair. They wear brightly colored, elaborately trimmed tunics of fine linen, cotton or silk. Leggings are preferred over pants.

Housing: The common folk live in rectangular stone structures with thatched roofs. Most are one story buildings with two rooms, one for sleeping and the other for general use. The main floor is level with, or slightly raised above, the surrounding terrain. Chimneys with cooking niches are universally utilized, and shuttered windows provide thorough ventilation.

Diet: Dor Rhúnen's widely varied bill of fare which includes fish, poultry, game, a few hearty vegetables, and numerous breads. The Dúnedain are superb gardeners.

Worship: Most worship revolves around the numerous holy days. The Dúnedain have no formal organized religion per se; rather, they conduct quiet and highly personal ceremonies which largely involve meditation. They respect the Valar and the dead Heroes of old, but avoid dogmatic texts, discussions, or inscriptions. Much of the ritual life centers on elaborate burials. After all the years since the Downfall, the Dúnedain are still somewhat preoccupied with death and the afterlife.

11.4 THE DÚNEDAIN

The vast Talath Harroch has always been a land of changing tides. Residents more often than not roam with the seasons or move when the land has been exhausted. Frequent visitors find the lightly- guarded expanses ideal for travel, for few obstacles lie in the way of those seeking richer lands on the other side. The grassy plains and gently rolling hills stand as a wide highway for wanderers and invading hosts. Not invaders, Men from Gondor naturally settled upon the empty plains of Dor Rhúnen when land became scarce in the South. The fertile plains made ideal sites for farmsteads, and Gondor peacefully annexed the region. Over the centuries the lesser Dúnadan settlers intermarried with the Northmen of the region, and customs and cultures mingled. Militarily, Gondor built watchtowers and patrolled the region's borders to protect it from incursions from the east.

This changed dramatically during the Plague. Dor Rhúnen was devastated; more than half the population was wiped out and many of the farmsteads abandoned. Military control lapsed, and survivors returned south, where there was safety and space a plenty. A few tenacious and hearty souls have remained however, and it is encouraging to note that Gondor is once more reasserting control over the region.

11.5 THE EASTERLINGS

The racial and cultural links between the Men descended from the Edain have forged strong bonds, and the relationship between the Northmen and Dúnedain has been based on more than mere political convenience. Scattered Northman folk in both Eriador and Rhovanion have always looked to the lords of Gondor and Arnor as military, cultural, and trading partners. This link has been further strengthened of late, particularly between the Men of Wilderland and the South Kingdom, for both have experienced the turmoil and terror associated with the Great Plague. The common experience of witnessing fallen brethren burning or rotting in the streets and fields has created new grounds for understanding.

On the other hand, the Northmen of Rhovanion have generally turned their backs on the East. Vast distances, ethnic barriers, and the lack of clear political channels make dealing with Easterling groups difficult, dangerous, and unprofitable. Regular bartering with those of Rhûn and beyond only occurs along the Celduin and Carnen corridor — where the watery highway affords swift passage, and the partnership involves the relatively settled inhabitants of Dorwinion. (The fact that Northmen enjoy the stupifying effect of fine Dorwinion wines is also a factor.)

Nonetheless, there are substantial numbers of people living to the east of Rhovanion's Northmen. Semi-nomadic tribes reside in the wild reaches of the eastern Talath Harroch. More sedentary groups occupy the great river valleys as far west as the lower Nan Celduin. Northmen and Dúnedain alike use the collective label "Easterlings" to describe these folk, but while their communities are all located to the geographic east, they are often largely dissimilar. The nomadic groups share like settlement and migration patterns, and collections of tribes are racially and culturally related. There is, however, more than one unique Easterling race. Dorwinion's residents differ as much from their neighbors as they do from the Northmen.



11.51 THE ASDRIAGS

The high grasses and rolling hills of the eastern Talath Harroch have been recently invaded by a nomadic race migrating westward out of the plains east of Mordor. Pressure from the Variags and Nûriags (of Khand and Nûrad respectively) has forced the smaller Asdiag tribes to journey to safer ground, and the first few tribes have sought refuge in Rhovanion. The Asdriags are related to the dark, utterly brutal races which drove them out of their most recent homeland, peoples who equate compassion with painless executions. Nonetheless, they are relatively gentle, not unlike the other Easterlings (i.e., Sagath) they have encountered in eastern Wilderland.

Sagath tribes hail from the region by the Sea of Rhûn and enjoy quiet pastimes like shooting scurrying rabbits from horseback as the bowmen ride away. On the other hand, the Men of Khand and Nûrad (Variags and Nûriags, respectively) find sport in burning villages or making clever decorations out of the skulls of their vanquished foes. Other times, these tribes engage in truly perverse or bloodthirsty practices. Their Asdriag brethren, being fewer in number and less warlike, quickly took the hint when a large Nûriag army slaughtered a half-dozen Asdriag clans wholesale. New pasture land was abandoned to the Nûriags, as the Asdriags fled to the north and then westward.

Despite their inability to deal with the incursions into their home territory, the Asdriags remain fine warriors. Lightly armored Asdriag horsemen ride lean, swift mounts and carry short horse bows and long Ûsriev, eight foot long weapons which look like a cross between a spear and thin two-hand sword. Their open battle formations either circle an enemy while peppering them with wide-tipped arrows, or sweep along the foe's flanks, using their razor-sharp Ûsriev to impale or gently relieve their victims of various extraneous appendages. Asdriag fighters also favor brightly-colored beast motifs on their small, reinforced oval shields and adorn their layered leather helms with brilliant plumage which suitably complements their equally gaudy capes and cloth saddles. An Asdriag warband rarely escapes notice.

Although the whole of the able-bodied male population is trained for combat beginning at the age of six, the Asdriags enjoy more peaceful pursuits. Women actually dominate religious and domestic life because property and descent are traced along their line (i.e., the tribes are matrilineal). They are the rulers of the household, which normally consists of the family's women, their children, and their brothers. Men live with their sisters and help raise the women's children, not their own. One learns from his/her mother and uncle. Single-roomed homes are shrouded in one layer of heavy felt, which is sewn to an outer layer of tanned hide and stretched over an interlocking wood frame; floors and doors are covered with thick blankets. The priests and chieftains live in multi-roomed monstrosities of the same fundamental design. Since the covering is tied together in sections, a whole Asdriag house (As. "Arsht") can be broken down and moved in a remarkably short time. The only other structures the Asdriag depend on are equally mobile. Outdoor cooking areas — accessible through a flap opening in the household wall — consist of thin stone fire slabs placed in pits beside the Arsht, and smaller frames of wood provide shelter in inclement weather. Sharp, iron-reinforced stakes of varying sizes are driven into the soil in a staggered pattern which surrounds the camp and slows the charge of enemy horsemen.

When a camp is moved, the stakes, frames, wall-shrouds, and fire-rocks are loaded into specially designed hide saddle bags and packed by horse to the next site. Each extended family owns five to ten horses suitable for bearing large burdens, and maintains a number of mounts for riding. Normally, a group will possess approximately two horses per person. There are nine small (approx. 750) Asdriag tribes which form an occasionally close-knit union under the leadership of a Hûrdriak (As. "King of All the Tribes"), a man is generally chosen from one of a few respected families in the large Kus tribe.

Asdriag religion centers on the female priests, older women who are the matriarchs of specific "exalted families." Priests train the tribal healers and anoint certain warriors who have distinguished themselves in battle. The healers in turn act as prophets and physicians, while the chosen fighters (Hûka) form an elite class of combatants exempt from usual domestic duties; instead they guard the camp' perimeter and act as scouts, trackers, and light cavalry. It is they who lead the charge or cover the retreat. Like all Asdriag fighters, the Hûka believe that death in battle will result in glorious reincarnation. This belief is tied to the birth ritual, which is essentially a "reunion" with a "returning" warrior ancestor. All women who have given birth to a child who survives puberty will also be reborn, while fallen Hûrdria join the tribe's overpopulated pantheon of Guardian spirits. Most of the religious rites concern interaction with the dead who have not yet been, or cannot be, reincarnated — since they "can see the future" — or sacrifices to the Guardians (As. "Hûr-húdria"). Associated rituals involve the whole community (excepting the Hûka); dancing and drinking and song dominate ceremonies which often last for days on end. (The best time to attack an Asdriag camp is during the week-long recovery period after a good religious get-together.

11.52 THE SAGATH

Like the Asdriags, the Sagath are also nomadic "Easterling," but unlike the other invaders, Sagath tribes migrated westward from the eastern shores of the Sea of Rhûn. These people are related to the race the Wood-elves call "Talathoth" (S. "Plains Host"), a huge tribal nation whose culture is based on the horse and wain (wagon). Thus, they are considered "Wain-easterlings."

There are three Sagath tribes in Rhovanion: two on the northeastern Talath Harroch and one located on the northern flank of the Iron Hills (S. "Emyn Engrin"). Many more Sagath and Logath reside on the plains just to the east. Most of these tribes are small (approx. 250-500) or travel as collections of clans, joining together only when a semi-permanent campsite is established. Great wains built of lavishly decorated but stout wood (reinforced with iron) serve as the principal mode of transporting goods and families, although sturdy pack horses are in good supply. Warriors own at least two small, tough mounts.

Warcraft

Sagath fighters operate from horseback in five-man units called "Yunovi" (sing. "Yunom"). A skilled tracker leads three moderately-armored spearmen and a lightly armed horse-archer. Field formations of Yunovi are commanded by the clan headmen (Sa. "Lywif"), who are in turn overseen by the tribal chieftain (Sa. "Lyhud"). The Lyhud also retains an elite bodyguard (Sa. "Yunovas;" sing. "Yunovadi"), 10-20 Men selected from the veteran ranks of trackers. Short throwing spears (Sa. "Yurgol;" sing. "Yurgas") and finely crafted short bows serve as the principal weaponry. More heavily-armored Yunovadi often employ long, curved swords and colorful, elliptical shields decorated with spiked bosses (center-plates). Most Sagath tribesmen prefer to harass an enemy before closing on the foe's broken ranks, so light, accurate missile weapons serve them well. Few races count so many fine mounted bowmen, and one pursuing fleeing Sagath horse-archers should take care to avoid arrows fired from the perculiar "backward" riding position perfected by the warriors of Rhûn. The Yunovas present an entirely different danger: each carries a Yurgas which appears exquisitely pedestrian, but is actually cunningly-crafted; the grey-steel tips break off upon impact, exposing a well containing a strong dose of the poison Pursrak.

Shelter

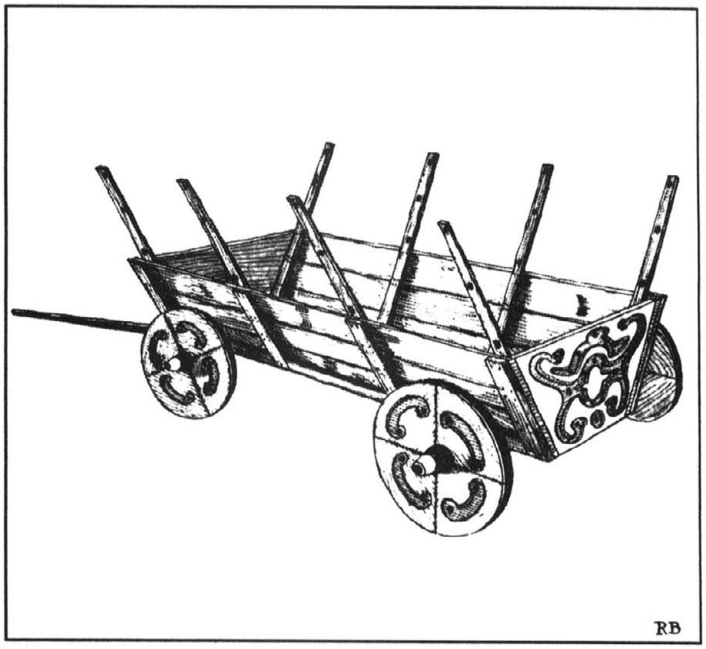
Sagath communities in Rhovanion are no more than camps set atop small hillocks. In the more temporary camps the wains are drawn around in a circle to protect the site as sort of a mobile wall. Those settlements which are considered semi-permanent are usually surrounded by a low, wooden stockade which is occasionally used in conjunction with a dry moat and earthen rampart. Like all Sagath sites, they are filled with low one-room homes which are shaped like 30' long rectangles — 6' wide at the ends and 12' wide in the middle — and are constructed of layered hide "shingles" drawn over a wood and sinew skeleton. One enters by way of a low hide-covered doorway at one end. Windows are exceedingly rare; when they are present, they consist of no more than a narrow opening in the wall just below the roof line. The peaked roofs are completely shrouded in thick thatch, although a "smoke hole" is often cut in the center (along the upper spine). Residents sleep on grass and fur-covered earthen ledges, alongside the usual complement of fleas, mites, and other friendly vermin. Cooking fires are built inside in a sunken hearth. Horses are kept outside the camp except in times of war or stress.

Kinship

The Sagath count their descent through their father's line and revere the patriarch of the extended family above all but the Lyhud (who is essentially the patriarch of the whole tribe). One becomes patriarch by virtue of age and competence; the oldest male who is considered sound of mind holds sway and is entitled to carry the family's garnet-encrusted, gold "blood knife" (Sa. "Nolusav;" Rh. "Domecg"). This blade serves as both a symbol of the line and as a sanctified tool of enforcement. It is frequently employed by the patriarch, whose word is law within the family household, so much so that he can order the execution of a family member with no more than a word of "banishment." Accordingly, the Lyhud can dictate the life or death of any tribal member. It is he who decides interclanal disputes and acts as the ultimate arbiter. The clans' Lywif serve as his councilors and act as the clan patriarchs in times of disunity; but they never question his final decision.

Worship

Sagath religion is a curious combination of animism and reverence for the Black Master. Daily life centers around the belief that certain objects are "alive" and have souls, just like plants and animals. Red stones (e.g., garnets) are thought to be particularly strong animals who do not get around very well. During the night, however, the dormant "beasts" are about, and traditional Sagath priests note (with considerable fear) that the quiet spirits dominate the darkness. Up until recently this meant that the Sagath rarely ventured outside the protective mantle of the fire-light during the night, but this has now changed. Warrior priests now pass most of their waking hours after dark, for it is the time of the Black One, and his servants are then strongest. After all, the revelations spread by his servants (i.e., the agents of Sauron) have shown that the powerful "quiet spirits" which abound in every rocky hollow, thrashing stream, and wine-swept field are his minions — captured souls of Men who did not serve him properly. The priests respect their new-found master's needs and take great care to perform quaint sacrifices during each night where no moon can be seen. Perplexed Northmen rarely understand the niceties of these ceremonies, although they capture the overall thrust of Sagath stone-blades. Perhaps it is for this reason that the sight of brightly-colored, dyed-fur and steel Sagath war-helms have been unpopular around isolated Northman villages and homesteads.



Clothing

Cloaks spun from vividly-patterned linen serve to protect against harsh winds. Most folk also wear fur hats with ear-flaps, or fur-covered, skull-cap helms.

These fine Easterling folk wear woolen tunics and rough-leather pants which cover the leg to just below the knee. Boots made of fur and wrapped with leather and sinew help protect the lower leg from the ravages of riding.

Sagath Wains

Sagath Lywif fight from rugged war chariots drawn by two horses. Rare four-wheeled chariots are occasionally employed by the Hûka as mobile archery platforms; these are drawn by two or three horses. Both varieties are square or rectangular and built of oak and ironwood, and reinforced with leather and steel. Painted inlays adorn the (3'-4') sides of those used by the more privileged Lywif. When they are not being used, the warriors' shields are slung over the side of the side walls on specially designed hooks. A warrior/driver handles the horses and carries a spear for emergencies. The passengers simply inflict pain on neighboring foes.

11.6 ORCS OF DOL GULDUR

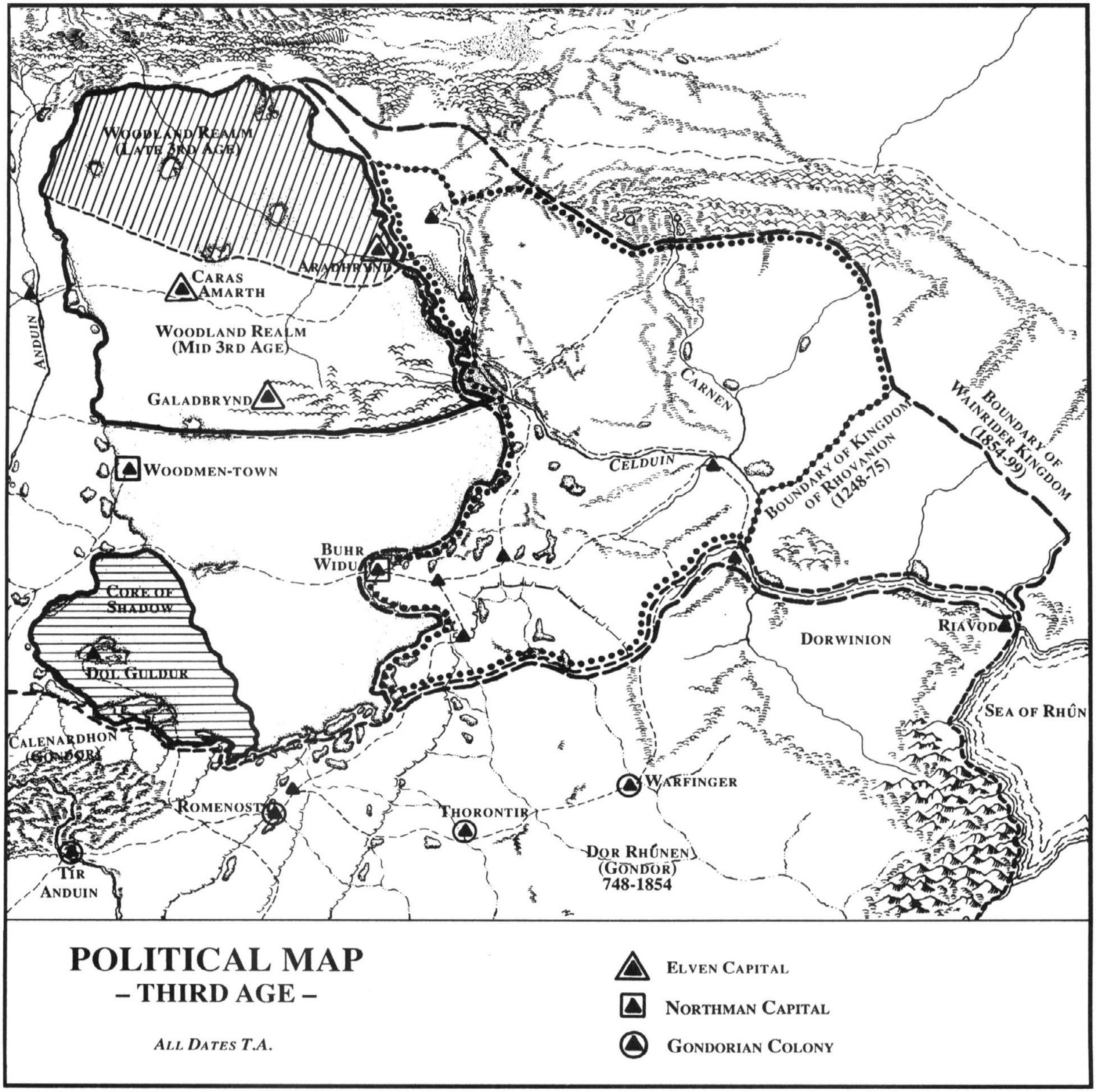
Dol Guldur's halls, some of them once tended with care by the very Dwarves who carved them, now house only one horrifying race: Orcs. With the arrival of the Necromancer came the hateful Orcs. Sauron himself did not call them to the mountain, but Orcs have a way of following Evil. They smell it through their skin. They feel their fingers tingle. They seek out stinking, overheated, airless dwellings, and once Sauron inhabited Dol Guldur, the mountain became just that.

No one would try to call the Orcs who hover in Dol Guldur a society or community. They owe allegiance to tribes that disdain each other's company as much as any other race's. Only in battle can they agree to any form of societal organization. Even then, no leaders or rules hold sway; just the sheer desire for blood, gore, and destruction motivates every Orc no matter where he may be. Most items of medicine or trade these Orcs have gathered within the shadowy pits of Dol Guldur are nothing more than booty from countless raids.

12.0 POLITICS AND POWER

Rhovanion is too wild and sparsely-populated to contain a viable political state like Gondor. No lasting dynasty of rulers has ever controlled the region or its diverse peoples. The powerful, closely-knit society of Wood-elves at Thranduil's Caverns possesses all the tools of domination and dominion except desire: the clannish Northmen — loosely confederated by Vidugavia in the 13th century — have split into splinter-groups scattered across the mountains, woods and plains of Rhovanion. These Men ask only to be left alone to fish, hunt, tend their animals, grow their crops and to some extent, trade with Thranduil's Elves and the merchants of the East. Whatever drive toward union that existed before the Great Plague was thoroughly squelched by the gruesome suffering and death which raced from trading settlement to clan to family with dizzying, deadly speed.

Thus Wilderland, once and always a sprawling, sparsely-settled land, remains essentially unchanged at the time of our concern: Men and Elves eye each other with suspicion and tend solely to their own needs and desires; scattered enclaves of Dwarves hide away in the Iron Hills; while along the eastern and southern borders of the forest, gathering forces of Darkness loom and threaten. Battle is inevitable... and all too near.



12.1 POLITICS IN THE NORTH

One obvious exception to the Northmen's anti-societal sentiments is the trading community rebuilding itself on the shores of the Long Lake, where Lake-town would later arise. Here, entrepreneurs built and maintained a center for the exchange of hides and Elven-goods from the West for the highly-admired wines of the East. Built upon barter and banter, the community flourished so long as all groups carried on good relations and the sleepy Dragons of the Grey Mountains dozed on. Ideally located at the meeting of two rivers and upon the shore of a calm, wide lake, the trading center might have quickly grown into a bustling village but for three strokes of doom: the spread of the Plague; the growing threat of invasion from the East; and most importantly, the long-fallen Shadow of Sauron (which had soured and darkened the fruits of the forest for the past six centuries).

Thus politics in northern Rhovanion are in flux, Men scattered about and distrustful of each other and everyone else, the Wood-elves secure in their own kingdom but uninterested in anything and anyone else, and the Dwarvish population — however small — living in their comfortable underground halls, forging swords and axes and things of beauty, awaiting their time to rise and act. Unfortunately, the ravage of the Plague spawned the seeds of distrust and disunity in the already-richly-suspicious soil of northern Wilderland.

Only Thranduil, Oropher's heir and the King of the Woodland Realm, possesses the power and vision to unite Wilderland's peoples; however, he is concerned first and solely with his own Forest-folk. The Elven-king possesses little empathy for the Northmen and disdains the Dwarves. United, Men and Elves might more easily discourage the Necromancer, but the Elves are the Firstborn, the Immortals, and Men are the Secondborn, and the two peoples have yet to harbor the same priorities and passions.

12.2 POLITICS IN THE SOUTH

Over the course of the Third Age, Rhovanion has seen numerous skirmishes and conflicts. Powerful armies from Gondor and the steppes of the vast East have used these grassy plains, broken woodlands, and tumbling hills to play out their own games of war and power. The Northmen living on the plains and in East Bight came to the aid of their allies to the southwest when they had to, finding themselves in closer tune with the moral and cultural philosophy of the Dúnadan Kings of Gondor than that of the strange, "barbaric" Easterlings from beyond the Sea of Rhûn. Today, Gondor retains a weakened hold over all the territory below the line that runs along the southern border of Mirkwood eastward to the shores of the Inland Sea. Some Northmen live as vassals, others as allies, of the glorious South Kingdom; but deep down in their hearts, the Men of southern Rhovanion would prefer to be left alone to tend their land and animals in peace.

The Great Plague of 1635-36 changed everyone's picture of power in the south of Wilderland. Suddenly Gondor was stricken helpless; suddenly the people found that they must fight for their own land and lives, not just for others. Waves of fugitives from the southwest struggled across the wide Undeeps, avoiding the parched and mangled Brown Lands that divide Gondor from Rhovanion. They found what food and shelter they could, often bringing disease with them into the Anduin Valley, an area which suffered as badly as the lands they fled. So different from the noble Dúnedain were these suffering Northman refugees that their long-standing reputation for power and majesty crumbled quickly to nothing.

The Great Plague in Wilderland

1635 — **The Great Plague (of Gondor)** spreads through Mirkwood, killing man and beast in large numbers. Trade is disrupted. Wood-elves lay low, offering no help to the suffering Northmen; the Dwarves hide and wait.

1636 — **Refugees of the Plague leave** Mirkwood, heading west or north to the Mountains. The bitterly-cold Winter sends man and beast indoors, spreading the pestilence faster (although the cold itself destroys the Plague germ).

1637 — **Continued chaotic flight** to avoid the Plague, which by now had killed about one-half of Mirkwood's inhabitants.

1638 — **The Plague subsides,** but its ghastly effects continue to haunt the living. Men slowly rebuild their abandoned homes.

1639-40 — **The Plague is now a bad memory** to the survivors. The bodies are burned or buried, the disease at rest. Men return in numbers to the woods and resettle the plains east of the Celduin. Commerce resumes along the rivers.

12.3 THE WOODLAND REALM

The northern section of Mirkwood proper includes all the densely wooded territory north of the Men-i-Naugrim (S. "Way of Dwarves"). Within this area lies the Silvan Elf-kingdom of Thranduil, the Enchanted and Forest River Valleys, and the wilds of the northwest forest.

Thranduil's folk enjoy loose dominion over all the forested territory north and east of the Taurduin (S. "Forest River"). This is the Woodland Realm proper, although the Elves range to the south and west as well; a considerable number spend time in the glens south of the Taurduin and east of the Gûlduin (S. "River of Sorcery;" aka the "Enchanted River").

Within the Woodland Realm there is a myriad of paths penetrating even the densest sections of Mirkwood, and the elves can relay information at an amazing rate by utilizing sounds, lights, and occasional runners. Treehouses constructed of living wood, and impossible for outsiders to see, are located at strategic intervals. These "guard towers" are generally contain three Silvan bowmen

a piece. Thranduil's bird-friends supplement these tools. Thus, despite the fact that the bulk of the population lives along the Taurduin in the eastern end of the wood, the Wood-elf territory is well-guarded. The occasional groups of the Cuivetpel (S. "Awakening {Outer} Fence")— units of nine warriors (one 5th, three 3rd, and five 2nd levels)— follow ever-changing circuits and are capable of covering the bulk of the woodland.

Adventurers will be hard pressed to enter, much less abuse a welcome to, the Halls of the Elven-king (S. "Aradhrynd" or "Amon Thranduil"). There Thranduil maintains the Tirduin and an additional standing force of regular warriors: a royal guard, a garrison, four brotherhoods of infantry (Gwador), and the Woodland Warders. Organized in the favored nine-Elf units called Uialcu (S. "Twilight Bows"), the Warders patrol the forest from a network of Tree-forts. Thranduil's young son Legolas commands one such Uialcu, the Tauranca.

NOTE: *See ICE's **Halls of the Elven-king** for more detail regarding Thranduil's capital.*

One of the most noticeable features of the Elf-lands in northern Mirkwood is the apparent lack of activity. There are occasional night-time festivities in the more scenic glens (even those which seem quite remote), parties which the Northmen of the region consider oddly frivolous or outright silly; but most of the elf occupation is heavily dispersed and seems rare and random. The few Elves around are masters of the wood, however, and are skilled trackers.

Adventurers spotted by these Silvan folk are either captured and taken to Aradhrynd, or trailed carefully. In either case, word spreads quickly through the forest, and the Elves take care to remain concealed until they wish to "strike." One should always remember that moonlit nights and holidays are favorite times for Elven activity.

12.4 THE IRON HILL DWARVES

Since T.A. 927 the Dwarves of the tribe of Balli Stonehand have mined portions of the valleys which are the source of the Carnen. (The river is so named for the reddish iron dust which colors its water.) Balli's folk are part of an eastern Dwarven group. Their leader Fulla the Second (the 14th level "Demon-slayer"), led them to the Iron Hills after a great journey which took over a century and carried them across the northern part of Endor. His son, Fulla III (the 18th level "Hammer of Fire"), presides over seven hundred hearty Dwarves who now work the land. The main site and capital at Azanulinbar-dûm (Kh. "Red Valley Mansion"), called "Azan" by most knowledgeable folk in Rhovanion, houses three quarters of the population. The rest live in Barak-shathur (Kh. "Axe Mountain") and are led by young Azaghal, the (11th level) great-grandson of Fulla's brother Zigli (Ryk). It was Azaghal who acted as an envoy to Durin's Folk and made the pilgrimage to Khazad-dûm (Kh. "Dwarf Mansion") in T.A. 1580, thus establishing a trade link and bond of friendship which was to last over a thousand years.

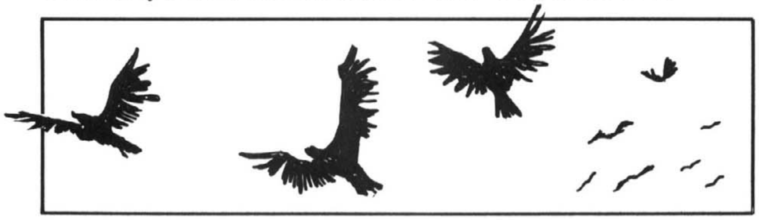
Dwarves have no interest in world domination, and little in the affairs of Men. They do, however, hate the Necromancer and his servants fiercely, as Easterling Raiders in the Iron Hills have learned, much to their dismay. The Dwarves of the Iron Hills would never take sides in a war between Men, such as a dispute between Northman clans; however, they will intervene if the Necromancer shows his hand, and they are a force to be reckoned with.

12.5 NORTHMAN POLITICS

The people of Rhovanion are led by a number of different lords and princes; they owe their loyalties to varying masters. Those who reside in the region Gondor calls "Dor Rhúnen" pay homage to the Dúnadan masters in Osgiliath and Minas Anor, but generally deal with the King's Regent (Rh. "Mund") Vagaig. Woodmen and Beijabar look to their clans' headmen or Thynas for guidance. The "Plains Northmen," the Éothraim and Gramuz, also follow their local lords (Eorlas or Thynas), although a few "Princes" (Rh. "Huithynas") have risen of late; they control a number of clans, and count their followers as true "tribes. Among all these independent Northman groups, unions are struck only of great need: war, rare charismatic lords, and brute external force (e.g., the Plague or "Easterlings") act to cement usually fleeting ties. All of these factors are now present in Rhovanion.

Only one prince of the Northmen, Atagavia, has the ambition to unite the people of Rhovanion. If the population were greater he might succeed, but the inhabitants of Rhovanion are too far flung to unite under a single ruler. Nor could Atagavia muster a sufficiently large fighting force to conquer the region. Only a large scale invasion by the Easterlings could unite the scattered tribes of the Northmen; nothing less could shake them from their insularity.

Politically, the power and influence of the various Northman factions is therefore limited. Militarily, however, it is another story. Though widely scattered, all of the clans are superbly trained for warfare, and all enjoy a good battle. Never a group to take a challenge lightly, the Northmen have managed to hold down Easterling incursions to a minimum since the Plague, acting effectively as a barrier between the east and Dor Rhúnen.



12.6 THE GONDORIAN PRESENCE

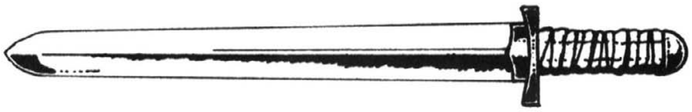
The power of Gondor has waned considerably since the Plague. Vagaig, Gondor's overseer, simply lacks the forces to establish control over Dor Rhúnen. The decline in population has also made this unnecessary. The "government" of the region is primarily military; bureaucracy is virtually nonexistent and taxes are collected at irregular intervals. The focus of Vagaig's efforts have been to keep the peace. Since he has come to power, banditry has virtually ceased, and Easterling incursions are pursued more aggressively. The peace of the region is shaky, however; the forces of Dor Rhúnen, while capable of dealing with raiders, could not stave off a large scale Easterling invasion.

12.7 EASTERLING POLITICS

It is fortunate for the inhabitants of Rhovanion that the Men of the East lack effective organization; otherwise, they would have swept through the region long ago. Tribes such as the Asdriags, however, are most interested in lightning raids that result in booty and personal glory rather than massive conquest. As a warrior society, they are also frequently diverted from Rhovanion by blood feuds among themselves. Only a tremendously charismatic and powerful force could unite these scattered tribes.

12.71 THE SAGATH TRIBES

The first and largest Easterling group is the Sagath confederation, a tribal grouping Easterlings associated with the Talathoth (S. "Plains Host") of Wood-elf tales. The Sagath are actually from the eastern shores of the Sea of Rhûn. They serve a number of roles in the context of local politics, including acting as guardians of Sauron's precious supply road running from Rhûn to Angmar. Led by the fierce (12th level) Huz of Amov, these mounted warriors patrol the lower hills along the northern flank of the Emyn Engrin. "Intruding" parties are either killed or blinded and sent home. The latter practice is used to stay further incursions, and has been most effective. Sagath horsemen are most active during the warmer months, when the wagon trains are on the road westward; but their vigil is constant enough to make any time dangerous. Huz's Men operate in units of five called "Yunovi" (Sa. sing. "Yunom") — traditionally a force of three (2nd-3rd level) moderately armored spearmen, one light (2nd-4th level) horse archer, and a (3rd-5th level) tracker. They use small, but rugged mounts. A total of about forty Yunovi reside with a fifty-man support force at the rude citadel of Lar-huz (Sa. "Place of Huz"). Few speak any Rhovanion or Elven Tongues, for diplomacy is not a part of their lifestyle.



12.72 THE ASDRIAG TRIBES

Even compared to the Sagath, the exceedingly brutal Asdriags are relative latecomers in the affairs of Wilderland. They have only recently begun migrating out of their old pasturelands and into the southeastern portions of Rhovanion. Scattered Asdriag groups occupy the foothills of the Ered Lithui (S. "Ash Mountains") and the rolling highlands of the southern Talath Harroch and now threaten the Sagath, Gondorians, and Northmen alike, but none of the Asdriags has reached as far north as the Men Romen or as far west as Thorontir.

Although dominated by Sauron's machinations, the Asdriags are not allied with, or even aware of, the Necromancer. They came to Rhovanion as a result of war. Their clans came westward under pressure from the Nûriags of Nûrad, who were in turn incited to attack as a result of Variag movements. The Dark Lord controls the Variags of Khand, and thus set in motion the chain of events that brought the Asdriags to Wilderland.

The Asdriags seek rich prairies, secure watersources, and mobile wealth (booty). These needs spur them westward and northward, but they have yet to organize sufficiently to mount any sort of migratory offensive. Their disunity keeps them challenging the Gondorians or Northmen, while their lack of numbers prevents them from assailing the Sagath. Raiding remains their primary source of pleasure, income, and survival. Still, the numbers of Asdriag horsemen grow and, with each passing year, they present a greater danger to their neighbors.

12.8 THE NECROMANCER

Few had any inkling of it, but all these changes could be traced to one great event: the coming of "the Necromancer" into Dol Guldur in the winter of T.A. 1050. As secret and invisible as this evil figure remained, for well over a thousand years after his entry into the Naked Hill, no one can doubt that from that cursed moment on, all vectors of power in southern Rhovanion could somehow be traced back to the Shadow in Dol Guldur. After all, "the Necromancer" was the Evil One: Sauron of Mordor, the Lord of the Rings.

12.81 THE SHADOW ON WILDERLAND

It was Sauron's influence — even in his absence, fallen as all believed him to be — that stirred the barbarous Easterlings in the early years of the Third Age and led them to plot westward attacks through Rhovanion. It was the Dark Lord's influence that cast the Shadow on the great forest, changing it in more than name only from Greenwood to Mirkwood. What once was an enchanted forest, full of the music of birds and Elves, became a dense and gloomy region which evoked fear and suspicion, weariness and travail. Some even venture to say that it was Sauron's influence that brought forth the Great Plague upon Rhovanion and Gondor. Thousands of Men, beasts, and Hobbits caught chill, and watched as first the young and weak, then their neighbors, then their own elders and children, then their stronger loved ones, and finally they themselves, experienced boiling glandular growths, uncontrollable draining, searing fevers, disfiguring pustules, and agonizing weakness. Half of Wilderland was stricken senseless with the Plague. The Northmen of southern Rhovanion were in many ways the worst hit, for the disease and pestilence manifested itself in many ways. Parasites and water, even the very breath of life, all carried some form of death. Some passed slowly; others found a quick and hideous end. Sauron's Evil carried with it a terror of unprecedented magnitude (at least for Rhovanion), and even those who had felt the occasional "ordinary" plagues of old could only muster feelings of horror and disbelief. No one can argue with the fact that Darkness had touched the whole of southern Rhovanion. By T.A. 1636, the Lord of Dol Guldur had infiltrated every part of every life.

Everyone knew that some change toward the worse had taken place as the first millennium of the Third Age passed, but no one knew quite how to explain it. The Beijabar sought reasons in the forces of Nature. The Woodmen looked for changing patterns in the leaves of the trees. The Northmen, wiser in the ways of the world, knew that influences from the East carried some ill wind with them. But no one seemed able to explain or counter the change that occurred.

What indeed happened was that the Prince of Evil, who had not been thrown down for good as was believed, singled out the dormant, naked cinder cone called "Amon Lanc" for his new abode. Although by outward appearance it did not take on any changes for centuries after T.A. 1050, inside Sauron built upon the natural lava channels and Dwarven tunnels and halls, creating the most dreadful edifice, an underground complex of cavernous pits and crevasses in which only Evil could thrive. From these pits he sends out constant emanations of Darkness; on and on these clouds of sorrow have spread, bringing suffering throughout Rhovanion. His terror is omnipresent, but since his power dwells in his secrecy, the ways and means by which he deals his blows are difficult to detect and harder still to counter.

12.82 THE NECROMANCER'S NATURE

The Shadow that arose in Dol Guldur during the dawning days of the second millennium T.A. could not be explained; even the Istari and the noblest Elven and Dúnadan masters believed it to be an insidious legacy of the downfallen Lord of the Rings. Their fears and suspicions yielded a number of disturbing answers, but no one perceived that Sauron of Mordor had indeed arisen from the ashes of his defeat at the hands of the Last Alliance. The Dark Lord's guise as the "Necromancer" was adequate enough to hide his nature and true purpose for many lifetimes, for his subtle mastery of Evil brought destruction without openly tying him to the sources. His hand, his Eye, was everywhere, and yet always unseen. Even today, over five hundred years after the "regathering of his spirit," only the effects of his hatred have manifested themselves

As the Necromancer, Sauron is ever-growing in power but must constantly restrain any obvious outbursts of irresistible horror. He acts solely through his agents, and only those captured unfortunates who are destined for certain extinction in the pits of Dol Guldur gaze upon his awesome presence. His Shadow confines itself to the depths of his temporary lair. There he continues to gather the might that he lost in the last moment of the Second Age, when the One Ring was cut from his "body" by the deft blade of Isildur. His power is such that he has been able to "take shape" again, an act crucial to his involvement with those of Endor — for as a Maia or "Lesser Vala" he is not truly of Middle-earth, not in the sense of the beasts or Free Peoples created during the Song (Q. "Ainulindale"). Sauron has no innate structure; instead he is of a spirit which assumes a necessary shape according to his desire, within one restriction: since his envelopment during the Downfall of Númenor in S.A. 3319, he has been unable to take fair-seeming form. Physical tools, including a body and all that surrounds it, are prerequisites to his dominion. A certain sturdiness of soul is required to complete this transition, and without the Ring which embodies much of his essence, Sauron regains his strength less quickly than in the days before his last passing. Now he stands as the greatest of the lords in Middle-earth, but he is still but a part of his whole self, acquiring more and more of the lost force with each day. Since his reawakening in the Third Age, Sauron has chosen the One, red Lidless Eye to be his symbol and focus of form. He is of both this and the "shadow world" and is therefore wholly in neither. He appears as an inexplicably elusive image, with a black and mottled "surface" which burns with an intense but often invisible fire. The flaming Eye, however, is always there, be it in mind or one's clear, unbelieving view.

The Abhorrent One is as ever a servant of the Darkness that is the gift of his master, Morgoth. He and his followers, and those they dominate, worship the Black Enemy in many ways, and it is this reverence of Evil incarnate and the promulgation of overwhelming terror that makes Sauron so dangerous. He preys on the souls of Free Peoples and remolds whole societies. Like his lord, he perverts the living creations of Eru and his Valar, breeding Orcs and other crippled denizens of Darkness. The Evil One feeds on misery and the unbridled anticipations of pain and suffering which grip each of his countless victims. Through his minions he has strangled nations and cultures all over Middle-earth: in the East and South his whip is greatest, but in the West the lands of Rhovanion and Angmar are plagued as well. His agents use sheer force and silvery ploys to achieve Sauron's goals in many ways; so, although the ends are one and the same, the overseer is not revealed. To the Wise, Sauron is simply "the Necromancer," a dangerous thrall of the Evil who has scarred Endor since its first days, a sore in Mirkwood who is but an impurity to be excised when the opportunity presents itself.

12.83 THE NAZGÛL

Although the Orcs throng around and inside Dol Guldur, slavering and slobbering about and hoping in their black hearts to become more favored servants of the Dark Lord, he in his wickedness neglects and debases them. It is the Nazgûl (Úlairi) that best serve his vile ways.

Almost certain is it that Sauron ordered these nine wretched lords to dwell and rebuild in Dol Guldur. When he fell at the end of the Second Age, they retreated into the cinder cone, there to reside and torment the Elves who lived nearby until their master arose in power and form once again. Upon taking his place in the mountain, Sauron empowered the greatest of the Nazgûl to go further north and establish a realm to contest and ultimately destroy the Dúnedain's North Kingdom of Arnor; he became the Witch-king of Angmar. Of the other eight Ringwraiths, most went to the East or South to do his bidding. Two, Khamûl and Adûnaphel, remained by his side in Dol Guldur as his immediate tools, messengers and envoys to serve his will and spread the clouds that would beset the great Wood. Of that pair, Sauron named Khamûl the Easterling, the second of the Nine, to stand as Keeper of Dol Guldur.

The other seven were free to make the Naked Hill their home when they were summoned to Evil One's side, so their quarters remained ever-ready. These chambers were constructed to reflect their vague, remaining ties to their Mannish source; since most were once Dúnadan lords, a peculiar opulence was reserved within the black depths of the accursed caldera. Today as seemingly always, the few wanderers in the area often feel the cold chill, and hear the sickening cries of "dying" that carry on the winds that surround their coming — strange winds which rush by but move no leaf yet stir fear in the bravest of souls.

The Nine themselves fear only their master, for it is he who enslaved them with the Nine Rings of Power, and it is he who holds those rings. Their power, even before their corruption, was considerable; now it is far greater. After all, they are in a sense immortal lords who have roots in the Second Age of Middle-earth. Like their Dark King, they are of both this world and the realm of the shadows, but wholly in neither. What they have gained, they possess because of some loss. They speak as those who have seen death and are in a sense perpetually in their last throes of life, but their tone can cause hardy Men to cringe or flee. They are virtually blind, but their "dark-sight" and sense of smell enable them to find things which would be invisible to others. Great and terrible beasts do their bidding, but they trust nothing and call no one friend. Armies of Men will die for them, but they cannot step without Sauron's favor. Normal weapons or spells do not effect them; yet at the same time, they are upset by what would seem commonplace: water, natural fires, and the name of the Vala "Elbereth" (Varda).

Wise observers have reason to believe that monstrous changes are going on, emerging from the depths of the Hill of Sorcery. For Sauron is in the midst of preparing his takeover of the vast East and South, and continues to plot against the remnants of the Dúnedain in Arnor and Gondor. While the Witch-king is crushing Cardolan and closes the vice around Arthedain, the Dark Lord is sapping the strength from the peoples and plants of Wilderland. The gloom which has been ever-growing since T.A. 1050 is now spreading with increased vengeance. Fewer travelers brave the roads and trails in and by Mirkwood, and those that do must keep constant vigil or be swallowed by the Shadow's reach. Nazgûl now move with less fear of discovery. The road from Dol Guldur to Morannon has been quietly reopened to secretive but dangerous traffic. Any day this trail may once again present the vicious threat of Ringwraiths or their minions, waiting to grab an innocent soul.

12.84 THE NECROMANCER'S TROLLS

In building his kingdom of awful ire, Sauron has carefully selected capable instruments of terror. Just as his master Morgoth once molded peoples into mockeries of Eru's children, Sauron has sought to develop new warrior stock from those creatures he has at hand; and, although he cannot create life, his mastery of breeding and manipulation has enabled him to forge stronger servants through selective spawning. The Dark Lord has forever sought to increase the wits and strengths of the Orcs and Trolls who have composed the bulk of his armies since his rise in Mordor around S.A. 1000.

Like the Orcs, the Trolls or Tereg were originally bred by the Black Enemy (S. "Morgoth") during the First Age of Middle-earth. They were created as hideous reflections of Ents. At first they were as stupid as the stone from which they came, although later they became able to speak in dull, guttural ways. No intelligent action could be associated with their kind, but it did not matter; they were huge (up to 10' tall), broad, and strong like rock, and were capable of crushing their foes with brute force. Subtlety was not their mark.

Sauron sought a better breed, however, and with his rise in the Second Age he resolved to forge an unstoppable Troll-host. Since that time he has remolded the works of his master. With his last coming he renewed his efforts in secrecy. Now he has begun fielding a small but growing force of "Mortereg" (S. "Black Trolls") who are relatively quick, capable of making decisions, and can operate at any hour. Unlike the slow hill and stone-trolls which are their more numerous kin, Black Trolls can operate on their own and survive the light of day without fear (although they despise it). Should they become exposed to sunlight, Hill-trolls become blind, while Stone-trolls return to the rock from which they were made.

A few of the finest Black Trolls in Sauron's service act as an elite guard or (more rarely) lords of selected Orc-groups. These underlings are called "Olog-hai" (B.S. "Troll-people") by the few who understand the Dark Lord's tongue. They are kept secluded from the view of Sauron's enemies, for the Evil One plans to unleash their might only when he has them in sufficient numbers, and only when the appointed day has dawned.

12.85 THE NECROMANCER'S ORCS

Originally bred by Morgoth in the First Age, these creatures quickly became servant of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the "foul life." Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common Orcs which average about four to five feet in height and sport grotesque, fanged faces; and the greater Orcs or Uruk-hai, who reach heights of six feet and have more "Mannish" features. All are heavy of build and have long, thin arms and thick hides.

Bred as laborers and warriors, Orcs respect little but brute force, and are most potent when serving under a focused will. They are without exception cannibalistic, bloodthirsty and cruel, and care little for social organization. Generally, smaller tribal/clanal units are the norm, based on a strong leader; each employs its own dialect. Most are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make items unassociated with fighting, however.

Lesser Orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater Orcs are a recent phenomenon: they are most carefully bred and can operate in daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. They are called "Uruk-hai" (B.S. "Orc-race") by the few that know them as anything more huge lesser Orcs.

Some claim the Uruk-hai are products of Saruman's White Hand and were first spawned from Orcs and Men. It appears, however, that they first arose in Mordor, and that their lineage has nothing to do with the Secondborn. Sauron is breeding them in hopes of eventually producing a great army of foul warriors with which to defeat the tall Men of the Dúnadan Kingdoms. While the lesser Orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms.

12.86 THE WITCH-KINGDOM

The power of the Witch-king is curtailed in Rhovanion, and centered primarily upon the Rhûnnish Road. Occasionally, upon the instigation of a spy, Easterlings will be incited to raid Northman sites or Orcs from the Ered Mithrin sent to attack towns and farmsteads. The spies of Angmar prefer to work in secret, spreading lies, sowing the seeds of distrust among Northmen, starting dark rumors, and passing information to the Necromancer and his servants. Using the chaos of the times to their advantage, the servants of Angmar have contributed to the disunity of the Northmen and continue to work to keep the people of Rhovanion divided.

12.87 THE CULT OF THE LONG NIGHT

The terrible Cult of the Long Night lives in a secluded vale north of the Iron Hills, some ten miles southeast of Lar-huz. These are a secretive lot comprised of ten animistic Northman shamens. Servants of Sauron, they preside over the teaching of the Dark Religion in eastern Rhovanion. Their adherents journey into the highlands about thirty miles to the southwest on the nights of no moon to learn ways of mysticism, astrology, and sorcery at a place called Nan Morsereg (S. "Vale of Black Blood"). Woedwyn of Lindal and Súlwyn of Dale have often been among these followers. The Nan Morsereg is only a place of learning, and the real hold of the Ten is located in the cliffs above; it is a grouping of twelve dome-shaped "Hives" of stone set upon a ledge beneath an overhang of pitch-black rock. Two of the halls are sixty feet in diameter, multi-roomed structures for meetings, the libraries, and the stores. The other ten are the individual quarters for the cult.

The Ten call themselves Maeghirrim (S. "Piercing Lords") and wear long robes of white linen lined with black cloth made from human hair. Beneath this garb are the varied clothes one would associate with so diverse a group. For instance, Orduclax the "Tar-Maeghir" and leader, is a (17th level) sorcerer and favors light clothing; small, finely worked leather belt pouches and a black teak and silver staff are his only burdens. On the other hand, Orduclax's lieutenant — Daeg-udra — is actually a 13th level warrior, and wears a carefully hidden breastplate of beautifully etched black steel beneath his robes. The appearance of his reinforced leggings belie their strength. Daeg-udra carries an invisible broadsword. The other eight Maeghirrim are listed below:

Name	Lvl	Profession	Status
Orduclax	17	Sorcerer	Lord of the Ten
Daeg-udra	13	Fighter	Orduclax's high guard
Haed	10	Rogue	Assassin and envoy
Thraear	11	Mystic	Keeper of Nan Morsereg
Broehir	12	Astrologer	Keeper of Visions
Fréahar	10	Magician	Keeper of Fires
Edwodyn	9	Animist	Master of the Living
Fréowyn	9	Cleric	Mistress of the Dead
Brëor	8	Sorcerer	Master of Dusts
Brego	7	Ranger	Watcher of Trails

The Maeghir rogue Haed occasionally journeys westward to the hilly lands on the central Rhovanion plain. There he deals with various raiding parties and renegade groups and makes sure that the trouble they bring to the land is continual. His influence dictates the course of many a raid, and Haed will often stand by to trade for particularly interesting booty. By this means he acquired his beautiful Elven servant girl — Narmirë of Celebannon. Haed's capabilities as a rider, warrior, and thief are legend; and he serves as Orduclax's (10th level) assassin.

13.0 SITES OF MEN

Besides Elves, Dwarves, and the fell servants of the Necromancer, Wilderland is inhabited by a wide sampling of Men. Gondorians, Northmen, and a host of Easterlings reside in Rhovanion. Of these groups, the Northmen are most prevalent.

13.1 PLAINS HOMESTEAD

Despite their dwindling numbers, the Éothraim and Gramuz (Rh. "Plains Northmen") still manage their farmstead homes throughout the Plains, particularly up against the eaves of Mirkwood around East Bight. Every Northman brings to his homestead his own personality and preferences for crops and animals, but certain building practices are shared among all the Northmen of the Plains, be they Gramuz, Éothraim, or "Urban" folk.

Central to a Northman's homestead is, of course, the family home. Most are built of wood, harvested from the Southern Eaves of Mirkwood; occasionally a stone home can be found in the region, particularly where trees are scarce or the exposed rock provides ample construction material. Rarely more than a story tall, Northman houses are low, rugged affairs designed to withstand the rigorous Rhovanion winds. The homes of the Thynas and Eorlas often spread very wide and broad, since they often contain ten or twelve rooms. Thatched roofing, often of the plentiful Touch or Bog-land grass, usually tops the Northman home and needs annual tending. Few windows disturb the plain exterior, and those face only to the west and south, from whence come warm breezes and sunshine.

Auxiliary buildings play a large role in the Northmen's homestead. Standing directly opposite the family house, across the courtyard, is the horse stable, often of larger proportions than the house itself, for every homestead maintains at least a dozen steeds. Gramuz mounts and the horses of the Urban Northmen are able to roam the Plains during daylight hours of the Spring and Fall, but they are returned nightly to fenced pens for food and water. In Summer, herds are often led into the cooler hills; in Winter, the majority are confined to the stable or more confined yards. The Éothraim tribes accompany their herds away from their homesteads, manors, and villages on six to nine month journeys which follow favored circuits. Nonetheless, they keep fine pastures beside their settlements, and their herds spend Winter in good quarters.

At least two other barns are commonly found on larger Northman manors: one for animals like goats, sheep, ponies, and the other for birds like chickens and geese. Tools usually find a home in another small, handy shed. Almost every homestead has its own well, which is sometimes housed in its own little shelter. Sometimes a work shed, wood shed, or dog house sits alongside the main house as well.

Most characteristic of the lone Northman homestead is the woven-sapling fence that connects each of the buildings one to another and creates a guarded courtyard and garden within their little ring. Northman wives long ago discovered that the young saplings of the chap-beech, if cut when less than twelve feet tall, can be steamed to become more flexible, then woven together to form an attractive garden wall. They bend the walls over at a height of six to eight feet, then interweave them, creating a covered waterproof walkway that connects each of the essential buildings in a homestead on the Plains. These walls provid comfort from wind and rain, but little in the way of protection from ill-meaning invaders. They are often exquisitely ornamental, creating a pleasant union of the diverse farm structures and allowing space for a quiet, private yard.

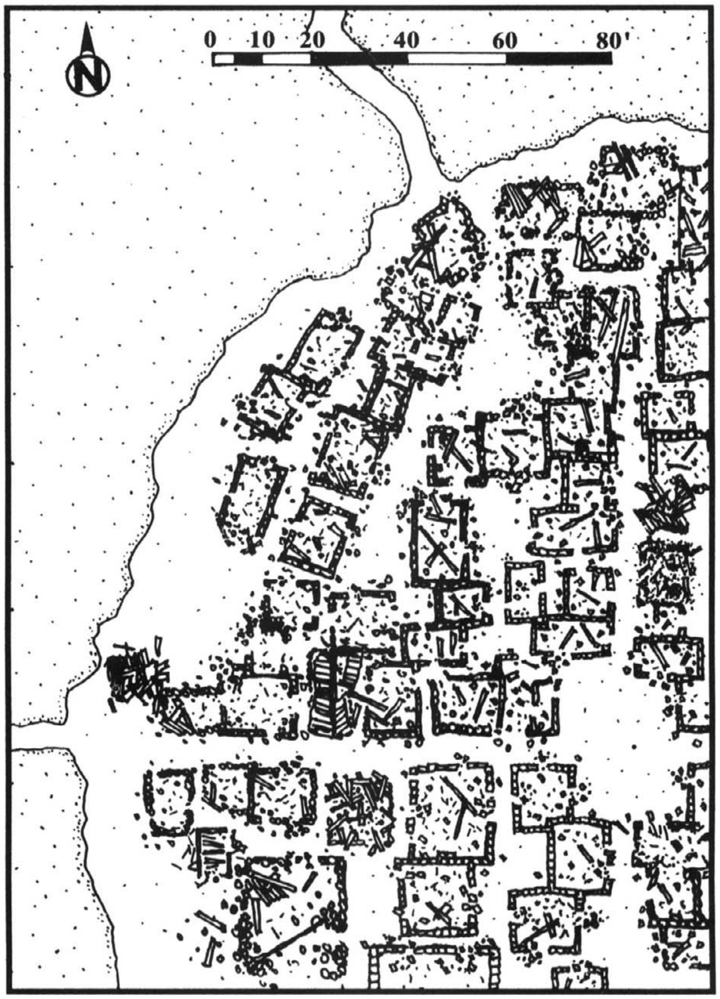
Unfortunately, the innocent quietude afforded by these woven-sapling walkways is enjoyed less frequently these days, with the incursions from the East, the onslaught of desperate fugitives, and the dreadful depopulation resulting from the Plague itself. So the remaining occupied homesteads embrace cautious families who frequently erect great stone walls to supplement the slender ramparts, making the manor more like a fortress.

13.2 DALE

Erebor (S. "Single Mountain") is the dominant landmark between the Annen and the Ered Mithrin. Although it has neighboring hills and is part of a vast series of ridges, Erebor rises fully 2,500 feet above the surrounding landscape; the peak reaches an elevation of 4,213 feet. Among the ancient Edain and some Northman groups it was revered as a holy place, a site where man could be close to the heavens. This may account, at least in part, for the near-continuous settlement within the shadow of what has always been called the "Lonely Mountain."

Dale's origins reach back well into the Second Age, and its ancestor no doubt had predecessors. The Edain were the first to come here, and their cultural influence remains strong, although the local speech reflects the more recent Northman settlement. As in the Elder Days, the Erebor region lies on the very frontier of the "settled lands," and the tough lifestyle has acted to unite these groups

NOTE: *Dale is nothing more than a ruin during the period between T.A. 1977 and T.A. 2941. See Section 3.0 for a history of the area.*



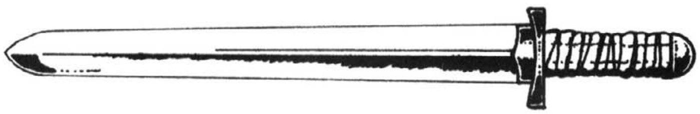
13.21 THE TOWN OF DALE

Dale is a town whose character reflects its rugged location. Built within the protective vale beneath the southern flank of the Lonely Mountain, it has always been sheltered from the harsh winds of northern Rhovanion. The sweep of the narrow but swift headwaters of the Celduin guards the town's eastern approach, and defensive positions have always been maintained on top of the two surrounding mountain spurs. Since Erebor itself presents a formidable barrier on the north side, Dale has rarely been in danger of falling.

The Nature of the Town

Stone construction has always been employed here. The building material must be durable in the face of the somtines cruel weather, and the mountainside has always meant that rock was plentiful. Even the roofs of some buildings are made of stone. Wood for doors, some roofs, and interior work is brought up from the Nan Taurduin (S. "Forest River Valley") and Mirkwood, by way of the Men-in-Erebor or upstream on the Celduin.

Adventurers seeking a fortune in the rich mines of the Ered Mithrin, booty from Rhûnnish supply trains, treasures from the great tombs and holds of old, or wealth at the gaming tables in local taverns will find Dale a comfortable base of operations. Although small, the town can provide most necessities, as well as a wide variety of weaponry and specialized items for sojourns into the harsh North. Groups of explorers trained in mountaineering and cave exploration meet at their favorite inns and plan monthly trips into the wilds, where they seek to discover new veins of precious ore or ancient deposits of lost booty.



The Residents

The Lord of Dale is actually a Northman chieftain (the 15th level warrior Eroder) whose bloodline can be traced to the ancient Adan house of Bëor (Rh. "Vassal"). His position is hereditary, but an advisory body composed of old fighters drawn from the local clans acts as a check to any abuses of his power. These Kraethingas (Rh. "War Councilors") actually serve as territorial representatives as well, for the clan holdings, or "Fyrgas," long ago became simple administrative districts with thoroughly mixed populations. Nonetheless, certain families are traditionally chosen to have a seat on the "Kraething;" the warriors (both men and women) who are allowed to vote each mid-sinter respect tradition. The council meets monthly on the night of no moon, when a little "doom" is in the air. In times of war extraordinary sessions are held.

Eoder's position as "Thyn" has been challenged of late by Jirfelien, the leader of the Aldurlingas clan, a fierce young female mystic who is credited with the slaying of a cold drake which threatened her family's Fyrga in T.A. 1629. Eoder claims that the Aldurlingas are actually worshippers of some perverse "Darkness." This claim is quite suspect, for Jirfelien's clan embraces most of the healers found in the Dale area and is known for its "good works." In actuality, Eoder has been mislead by his beloved wife Súlwyn, who is jealous of Jirfelien. Súlwyn's clan, the Dalethéod, also heals folk, but chooses to use a peculiar from of magic. Their claim that Aldurlingas can be construed as "children of an ancient darkness" is based on their own need to hide their own allegiance to the Dark Lord. Perhaps unfortunately, Eoder's powerful Kryth éod clan (an Adan group) seems to favor the Dalethéod rumors.

The Nearby Lonely Mountain

Adventurers seeking the source of the Celduin will find their way to the "Gates of Erebor," a thirty foot waterfall pouring forth from the cave entry on the mountain's south side. Many of the local folk claim that spirits reside in the darkness within, and few have sought entry; but certain spirited explorers realize the truth. Extensive and elaborate natural cavern formations penetrate deep into the bowels of the Lonely Mountain. It will be some time, however (until T.A. 1999), before the Dwarves of Durin come to settle here, and reports of vast wealth locked in the rock beneath Erebor have been greeted with laughter.

A few of the Dalethéod know better. At night, hand-picked groups make their way up the mountain's west flank and enter through a secret cleft at the 2100 foot level. Once inside, they quietly work the vein of gold which provides for so much of the clan's fortune. The foul beasts which are rumored to live deep within the depths of the land apparently have not bothered them.

13.22 NOTABLE DALEMEN

Jirfelien

Jirfelien assumed the leadership of her clan the Aldurlingas, in T.A. 1629, after she killed the Cold-drake which had slain her father, the clan leader. Although clan leadership is generally male, her clan agreed that no warrior could have been braver or bolder and unanimously proclaimed her their chief. Her healing skills stood the clan and Dale in good stead during the Plague, and she was able to mitigate its effects upon the people of the region; memories are short, however, and already many are listening to Súlwyn's rumors that Jirfelien and herm clan are the "children of Darkness."

However fiery her temper, Jirfelien is an unrelenting foe of evil. She has learned something of the Cult of the Long Night and suspects that Súlwyn may be a member. Fearing the spread of evil in Dale, she precipitously challenged Eoder's position: unfortunately she had no proof of wrongdoing, and the move cost her many friends, for Eoder is a popular Thyn.

Jirfelien stands six feet tall, and has long red hair, creamy skin, and deep blue eyes. Her beauty and spirit have won her many suitors, but thus far she has refused them all. Jirfelien is still young (27) but well-versed in the responsibilities of clan leadership. She is a secret friend of Béawyn, who has taught her much.

Béawyn the Seer

Béawyn the (10th level) Seer lives as an outcast on the outskirts of Dale in a ramshackle cottage. Some accuse her of being mad, for she wanders into the wilderness for long periods of time and has the unfortunate tendency to prophesy. Her claims that a tremendous Dragon will one day destroy Dale are treated as proof of her insanity.

Dale's oldest seer (67) is not mad, quite the contrary; she knows a great deal about Erebor and the surrounding region. As a young girl, she and her brother Théaláf explored the cavern complex of the Lonely Mountain, delving deep into its lower reaches. When Théaláf was killed going into the mountain alone, Béawyn attributed his demise to a group of demonic "cave drakes." Her parents and the townsfolk thought otherwise, believing it to be a fall. Entries into the cave without permission of the Thyn were banned, and Béawyn's reputation was permanently scarred.

Cast out by the people of Dale, Béawyn took to wandering through Rhovanion. It was on one such a journey that she met the Elf-seer Thorontir (S. "Eagle's Watch"), who took pity upon her. Thorontir trained her in his art, making her his heir and teaching her much of fate's ways.

13.3 LAKE-TOWN

Esgaroth, or "Lake-town," is a bustling, wooden, trade settlement built on pilings and set out over the waters of the Long Lake. It is located just off the western shore, within sight of the mouth of the Forest River. A port and major commercial center, Lake-town is a town where an adventurer can barter for or purchase the majority of goods and equipment necessary for extended wilderness campaigns. Merchandise shipped up the Celduin from Rhûn and the Carnen Valley, Dwarven items from the Iron Hills, Elven work from Mirkwood, and goods brought from the Anduin on the Men-i-Naugrim all find their way into the warehouses of Esgaroth.



13.31 LIFE IN LAKE-TOWN

The main authority in Lake-town resides in a Master elected by the Umanathrain (Rh. "Council of Men") ostensibly composed of all the "citizens in good standing." Merchants, warriors, and landowners all belong to this class, for even the common men of Esgaroth are shrewd in ways of politics. Real power, however, is often concentrated in the hands of a select few. The current Master, Odagavia (12th level), is probably the strongest figure in town.

Commercial Associations

The Edfréaharan (Rh. "Associations") are a major part of commercial life in Lake-town. Unlike traditional guilds, they require no universal membership; instead, they are voluntary organizations of merchants and craftsmen, and a number of them may serve the same segment of society (e.g., there are four Edfréaharan of coopers). They act to allow folk to group themselves for commercial and social purposes— giving them training, business leverage, and a means for having parties. Some wealthy folk join more than one, but this is generally frowned upon. Others belong to none, apparently hoping to protect secrets and avoid dues. The competitive atmosphere of Esgaroth is intense, so a wise merchant or craftsman must choose his/her course carefully. While women do not normally sit with the Umanathrain, they are free to join an Edfréahar. These groups often set their own prices on goods and services, but the free market plays an important role. Commerce in Lake-town, unlike that found in "guild cities," is hardly a rigid matter.

Adventure and Entertainment

A permissiv e air also permeates Esgaroth's social life. Rowdiness is the order of the night, when life in the narrow streets is given to song and drink. As the shops and stalls around the central harbors close each dusk, the taverns, pleasure-halls, and fest-halls lining the outer fringes of town open their doors to townsfolk and travelers.

Adventurers in Esgaroth will usually stay in one of the town's six inns. Most are small affairs attached to, but not incorporating, a tavern. They are two stories high, with a high-roofed attic/loft area. The innkeepers generally keep their families in a set of rooms on the second floor. Stores are kept up above, and rooms for travelers and long-staying guests are maintained on the first and part of the second floor. The going rate for lodging is about a copper piece a night.

13.32 NOTED SITES IN ESGAROTH

Vodagarazun (Rh. "House of Vodaga")

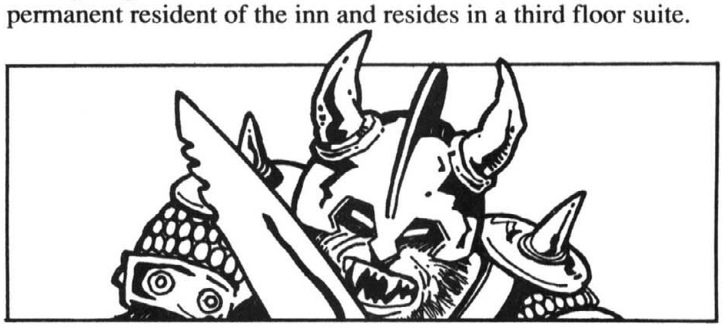
The Vodagarazun is the largest inn in Esgaroth. Located in the southwestern portion of town, just to the right of the bridge entry, it accommodates a relatively wealthy clientele. Room rates are 2 cp a night, 3 cp with meals, and the guest is given complete privacy. The founder Vodaga was Master during the period T.A. 1591-98, and Kyrn of the city's largest woodcraft Edfréahar; thus, he was able to acquire the location and manpower necessary for such an ambitious project. While most buildings in town are one or two stories with a high roof, the Vodagarazun incorporates a three-story main building and has a four story tower.

The tower serves as quarters for the family of the current innkeeper (5th level) Odavacer; his two daughters (16 and 18) live in the upper chambers, while he and his wife stay on the third level. (Odavacer's 4th level son Eodoric lives and serves with the town guard.) Elaborate woodcarving is used to embellish the interior and exterior of the building. This is a common practice in Esgaroth, although most craftsmen use a combination of carving and painting to achieve the desired, albeit crude effect. Vodaga used a number of different woods shipped in from Mirkwood and had them stained in varying shades. As in all town structures, wood is the principle building material; the Umanathrain voted long ago to restrict stonework to modest chimneys. After all, wooden piers, even those driven into a substantial lake bottom, can only support so much weight.

The Vodagarazun has its own spacious tavern which occupies one quarter of the first and second floors overlooking the lake. Twenty-five oak tables are scattered about the lower common room, and more private booths line a narrow balcony above. The balcony opens onto an exterior second-story porch which is used for guests in warmer months and acts as a food-cooling spot when the winds are cold.

The hallmark of the tavern, however, is the great circular bar which surrounds the fireplace in the first level common area. Forty feet in diameter and built of cedar and hickory, this assemblage is used for serving both drinks and victuals. Beers, mead, and watered or spiced wines are prepared both warm and cool. Fish, fowl, and spiced lentil porridge are the house specialties.

The friends of Odavacer are legion, and impromptu music (mostly woodwinds and crude string instruments) is common most evenings. In addition, Waggaeorn and Freaga, two of the town's finest warriors (7th and 6th level respectively) spend most of their nights entertaining ladies and poor gamblers in their special balcony booth. Order in the Vodagarazun is rarely a problem, although Waggaeorn's rude son Breagla (a 2nd level fighter) causes his share of fights. Usually, the altercations stem from Breagla's infatuation with Shagelda, one of the five barmaids and Odavacer's eldest daughter. Like the (5th level) Dorwinadan thief Dudannis, the (4th level) Northman bard Raendoric, and the Nûriag mage Urdrath (a 3rd level from Nûrad), Breagla is a semi-permanent resident of the inn and resides in a third floor suite.



Shops and the Harbor

Purchases of goods in Esgaroth usually occur in the central squares which the locals call the Thorbivaga (Rh. "Bay Towns"), the areas surrounding two the Woetsala (Rh. "Market Pools"). Here most of the items indigenous to Rhovanion find their way into the stalls and shops of the wily merchants. Bartering is extremely common here, but a wide variety of "high quality" coins are also accepted. On the rare occasions that the town mints its own small silver piece (actually a half-silver equivalent to ten "Great Coppers"), coinage is much more common. Generally, prices in Esgaroth are modest for food and lodging, high for certain raw materials, and low for most "finished" items.

Shops are open from a little after dawn to just before dusk, but merchants will open or close on a whim, particularly when demand dictates. Market days are held each month on the day of the full moon and are characterized by an influx of rural folk bringing in cheap goods for sale or trade. All this is accompanied by entertainment; musicians, Bards, Magicians, Jugglers, and Play-actors hold shop on the Huwaerkyn (Rh. "Great Wharf").

Erannun

A good deal of illicit trade occurs in Lake-town, a result of the high tariffs rather than any insidious proscriptions. Much is controlled by one Kynoden, the (11th level) head of the town's only boat-building Edfréahar, the Boed-bylgas. Many of the boats designed for trade on the Annen (S. "Long Marshes") and Celduin are "specially" designed by Kynoden's men, and the grateful recipients find the Boed-bylgas to be effective allies in the cause of profit. Kynoden and his Edfréahar receive twenty-five to fifty percent of the take in town.

These operations are run out of the Erannun (S. "Lone Sunset") inn on the wild western side of Esgaroth. Located right on the water and beside the small, protected boat-building inlet utilized by the Boed-bylgas, this demure one-story tavern is ideal as a shipping area for the illegal furs, gems, and rare Elven wines that are favorites of the smugglers. The goods are moved down one of the two movable refuse ramps (the clean one) located in the kitchen of the inn and are emptied directly onto boats in the inlet. Incoming merchandise arrives as part of the inn's regular food shipments and is inserted into the bags of ground grain while en route from the mill down the lake.

The Erannun itself contains but three rooms set aside for guests: one with three fur/straw bed shelves able to house six, one with two resting shelves and suitable for four, and a third "single" which is designed for one or two travellers. Each faces directly onto the tavern room and has a single window with bars which can be opened from the inside. The tavern room itself has four finished-pine tables, and is often used as a meeting spot for the eight men who control both the smuggling and the Boed-bylgas. One of them, the (6th level) thief Vogir, stays at the inn nearly every night.

13.33 THE MASTER OF LAKE-TOWN

Odagavia was selected as Master two years ago, and the council is pleased with its choice. Charismatic, firm, intelligent, and perceptive, Odagavia has had much to do with Egaroth's new-found stability. It was Odagavia who managed to hold the demoralized townspeople together in the aftermath of the Plague, obtaining precious food from the Elves of Mirkwood. Through his unceasing efforts, Esgaroth is once again beginning to prosper as trade returns to the region. His tactful diplomacy has enabled his village to establish good relationships with all the other Northmen groups in Rhovanion.

This is not to belittle his skill with a sword; Odagavia is a redoubtable warrior, who is rumored to have slain a giant in his younger years. When pressed for the truth of this story, the Master will simply smile and shrug. His appearance, however, lends credence to the tale, for Odagavia stands 6'6" and weighs 270 lbs., and wields a large two-handed sword. His looks belie his manner, for the Master is well-liked for his pleasant, friendly temperament. Odagavia is 46, and unmarried.

13.4 WOODMEN-TOWN

As the Woodmen of Mirkwood have banded together, growing closer through ties of kinship and through fear of common enemies, they have built a remarkable edifice: an interlocking network of houses high among the trees. Called Woodmen-town, this arboreal community is tucked inside Mirkwood about ten miles from the western edge of the forest and approximately fifty-five miles north of Rhosgobel. A good trail named the Woodmen's Walk runs southward from the settlement and connects the town with the Râd Angálaladh, the area's chief road.

13.41 THE NATURE OF THE SITE

The plan began with individual tree-houses, a much more elaborate version of the kind that every child loves to build. But remember that nails are scarce among the Woodmen. Occasionally a Woodman would trade an Inerenerabim or other fine-hewn creation for a handful of nails from a Dwarf. But few nails went into the construction of the Woodmen-Town. Instead, the skills of whittling, joining, and dovetailing serve these Woodmen very well.

One reaches the height of the houses, ten or twelve feet above ground, by ladders of wood or Fen-land Grass rope that hang from up above. Each family unit has its own ladder entrance, which can be pulled up into the home in time of siege. Horizontal walkways made of similar material now connect one family unit to another, and sometimes a ladder that brought a person up into the trees can be pulled up and stretched out to form a walkway too.

Since the trees of Mirkwood grow straight and close together, each Woodman home stretches across the limbs of several trees. The upswept limbs all around form a foundation onto which the Woodmen lash log members up to eight inches wide, creating a light log-frame wall structure. The Woodman-wives, when a new home is being built, travel to the banks of the Anduin and sometimes as far south as North Undeeps to gather the mud from the river bottom, which packs in and dries up for chinking in their walls. Logs of a similar size lie crosswise across the top of the walls, which always stand at least ten feet tall above the polished floorboards.

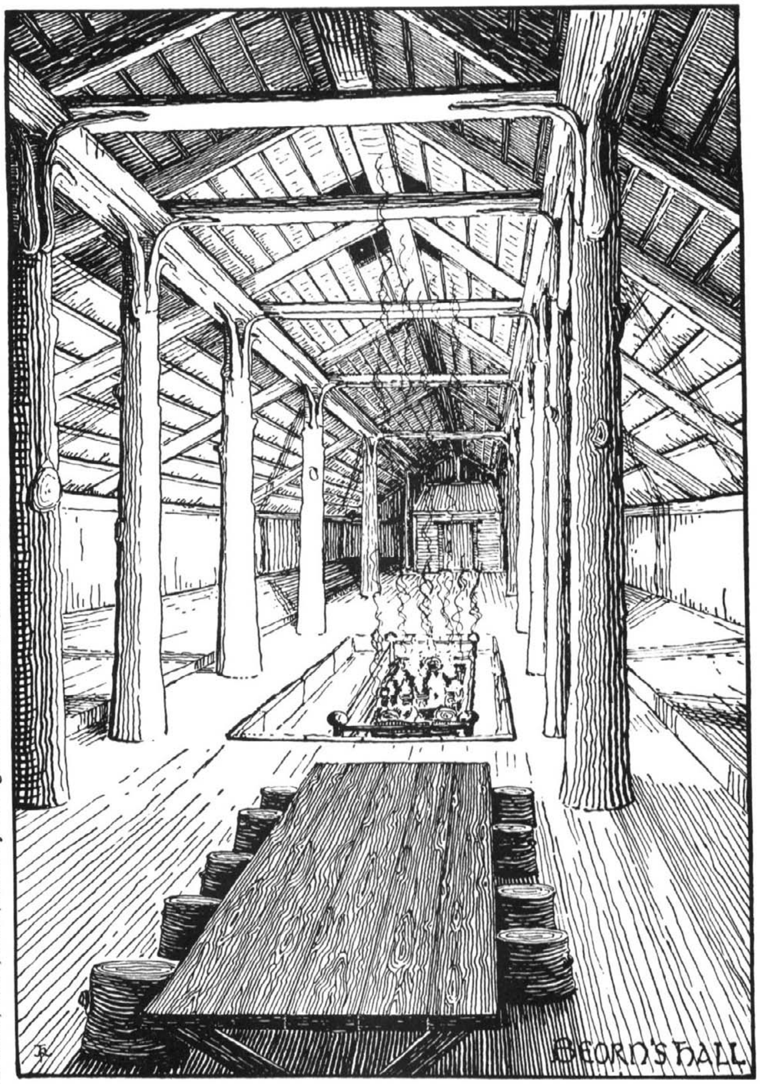
Woodmen towns would be cold and windy were it not for the talent of Woodmen's Wives in weaving wool. They are far from a pastoral community, living high above the ground and in among the forest. But trade has continued over many years between the plains Northmen and the Woodman-wives, who annually offer large quantities of tasty woodland nuts they can easily gather in exchange for large bags of wool sheared from the sheep that graze in the Talath Harroch. This practice has dwindled since the years of the Plague, but numerous thick, warm, wooly tapestries hang on the walls and lie on the floors of Woodmen's houses in the wintertime.

13.42 LAYOUT OF WOODMEN-TOWN

NOTE: *The following material refers to the numbered sites on the color map of Woodmen-town . This map is located on the insert included in this work.*

The platforms shaded in deeper brown are set 15-20' above the ground; those shaded lighter (see a,f,n) are built higher. Unmarked buildings are solely extended family residences, although extensive craft activity occurs in every dwelling. Roofs are of overlapping, woven hide secured to the tree trunks. For purposes of clarity the trees themselves have been omitted from the picture, so holes in the roofs and platforms are employed to show the pattern of the branch and trunk structure. Unless otherwise stated, the other structures also provide shelter for extended families; but these also serve as informal places of "business."

a. Northern watch platform.
b. Athaulf the bow-maker.
c. Hechila the box-maker.
d. Atahis the rug-weaver.
e. Thuidihis the astrologer's watch.
f. The central place. (See A-F below.)
g. Authanand the weapon-maker.
h. Waccho the master carpenter.
i. Ulfhis the rope and hide maker.
j. Thasulf the jewel-maker.
k. Sylvaric the cloth-maker.
l. Uthila the healer.
m. Sylbrand the carver.
n. Southern watch platform.
A. Waulfa, Althyn of the Sairthéod.
B. Great meeting place of the clan.
C. Witihis the herb master.
D. Training place: both platforms.
E. Great kitchen and village hearth.
F. Odagia the tracker and envoy.



13.5 BEIJABAR SITES

The Beijabar reside along the western edge of Mirkwood and in scattered sites throughout the Anduin Valley. The characteristic home of the Beijabar is the Long-house, or "Laenganhuida." These stout structures serve as the center-points of discretely secluded and well-tended manors.

13.51 TYPICAL MANORS

Typically, a Long-house is a long, narrow hall made of logs, dirt, and stone. Its design emphasizes the right angle: 15 to 20-foot posts stand straight up to form its walls; 10 to 12 foot beams lie across the posts, to form a roof. At roof center, a hole in the ceiling provides a chimney for the great fireplace within, which sits in a pit at the house's center. At one end of the long-house is the entryway, often served by a baffled door to prevent cold winds from entering. Near the other end stands the oaken table and stools around which Beijabar family members sit to work, tended by animals who stoke the fire and cook the food.

The inner hall of a Beijabar home measures at least twenty feet in length and eight to twelve feet in width, and always has a rectangular floor-plan. Separate rooms mean nothing to the Beijabar, who mingle with family members, animal and human, and would consider it ungainly to sequester one's self behind a wall apart from one's family and friends. Lighting is dim inside, but every Beijabar homestead is surrounded by bright and colorful gardens that grow right up to the home, with walkways and patios where family members gather when the sunshine and temperature allow them to enjoy the outdoor air.

13.52 THE HOLY CARROCK

The Carrock is sacred to the Beijabar. It is, perhaps, for this reason that the manor of the High Shape Changer is traditionally located nearby. The rock itself lies in the middle of the Anduin, a little closer to the eastern shore, by the Iach or Athrad Carrock (S. "Carrock Ford"). The Old Ford and the Meni-Naugrim lie twenty-five miles to the south.

The Carrock is a huge (65' high)granite boulder, surmounted by a carved stone throne which faces upriver. Stairs cut in the side of the rock lead down to the water's edge and a ford which takes one to the eastern bank. A fissure which knifes into the Carrock's east side has been cleverly widened into a hall which leads into the interior chambers. From the outside, the cleft appears as no more than a small cave. It is deliberately innocuous. While the Holy Carrock is often watched by the lords of the Beijabar, and they are quite capable of dealing with intruders, the Beijabar realize that secrecy is the site's best defense.

Layout of the Carrock

1. Stairs. These wind up the rock to the open throne area above. They are cut directly into the rock and permit no more than a single file.

2. Entry Cave. A twenty-foot wide natural chamber, never exceeding ten feet in height. At the back of the cave is a flat wall made of basalt. Runes and paintings cover the wall's surface and tell the tale of an ancient saga involving a Great Bear. A real metal-shafted arrow sticks into one of the figures. When the arrow is rotated, the wall slides five feet to the left and partially reveals an ascending stair behind. It is sheer folly (-50) to perceive the nature of the arrow at a mere glance, and even a careful examination makes this discovery very hard (-20).

3. Hall of Claws. This winding passage was cut out of a gas channel which pierced the boulder when it was first formed. The iron tools used to shape the ceiling and walls bore claw-like serrated edges and left jumbled marks in the rock which look akin to those left by bear scratches; hence the name. The passage is ten feet by ten feet in most places, and has notches for the placement of torches. Small air holes are cut in the ceiling at intervals of thirty feet.

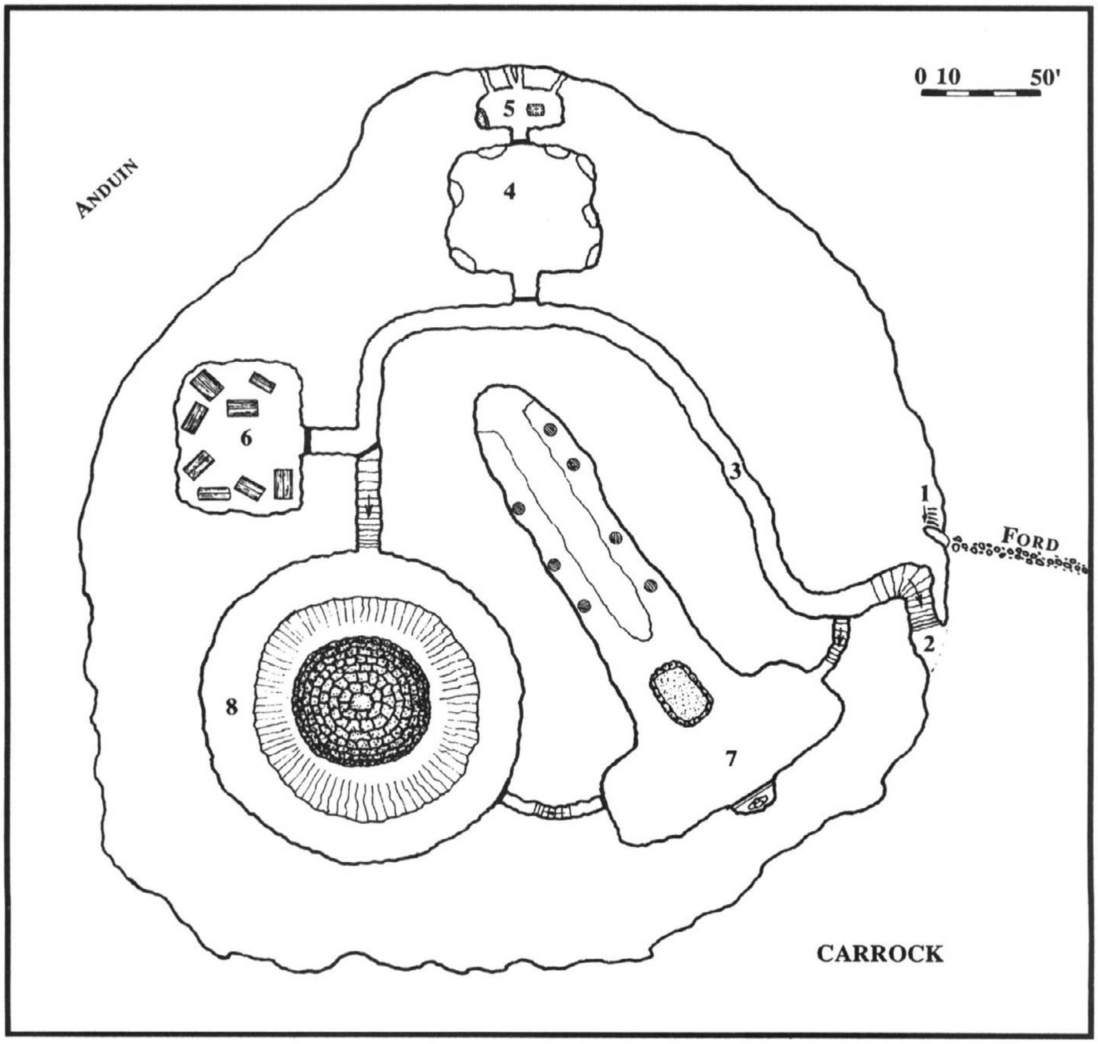
4. Sleeping Chamber. This room has been cut out of the rock in order to provide a resting place for a family of seven. Bowl-like rock shelves line the walls and can be filled with straw in order to give one a semblance of comfort. Fine runes (modified Cirth) circle the walls near the ceiling and tell the tale of the Beijabar's ancestors, relatives of the Edain who settled in the passes of the northern Misty Mountains in the late First Age. Twelve foot ceiling.

5. Water Chamber. Here a well lies, cut fourteen feet to reach a catch pool in the river. A small fire pit is set into to the western wall; a smoke hole is set above it. Watch positions are placed in the northern wall. Nine foot ceiling.

6. Store Room. Rectangular stone receptacles cover the floor. Each is carved in such a way as to appear to be of wood. The lids mimic roofs, and the receptacles represent Beijabar Long Houses.

7. Chamber of the Dancers. This room is akin to the main room of a Long House, and contains a large fire pit and a raised stone platform which acts as both an eating table and a "stage". The walls are covered with bizarre cave paintings which depict countless battles. A huge block of resin is set into the nook in the southeast wall; within it is a perfectly preserved Great Bear. Normally the nook is concealed by a counter-weighted stone which can only be raised by pulling up on its raised surface; the lift involves some 300 pounds. This preserved beast may be some ancient leader whose presence inspires the dancers when the latter are properly frenzied. Huge mead jars are set in wall nooks around the room. The floor of the room is seven feet above the river's waterline, and seven feet below the norm for the rest of the complex. The ceiling is 28 feet.

8. Burial Chamber. This round room has a floor set fourteen feet below the water surface, and a 56' ceiling (42 feet above the waterline). At the river level, fourteen feet above the room's base, is another floor surface, a circular walkway which surrounds the central pit. The fourteen foot deep pit holds a large, beehive-shaped tomb of loose rock. The top of curved roof of the tomb is twenty-eight feet above the base floor and fourteen above the surrounding ledge. This "hive" can only be entered seven feet above the base, through an aperture (7' dia.) blocked by a round discus-like stone. This stone can be rolled to the side in its crude track, but it requires the strength of two normal men. The rock moves up the runners which wind around the tomb some ten feet, and can be locked in place by moving the obvious block-stone underneath its curve.



Should one enter the tomb without pulling on a bear claw-like iron stave to the left of the entry, the block stone will be pulled aside and the stone allowed to slide back down the runners. The stave mechanism is very hard (-20) to perceive. Within the tomb lie the remains of the eight dead Beijabar lords, each buried in a hive-shaped jar. The chute into the tomb slopes down at a 45 degree angle and drops seven feet. It is lined with mud which conceal hidden spikes. The razor-sharp iron spikes are covered with a

10th level bee venom which destroys 1-2 of its victim's eyes (those failing a RR) by converting the optic juices to honey. The tomb holds 100 mp, three +20 battle axes, four +20 two-hand swords, one +30 club, ten +15 short swords, seven +10 hand axes, one +15 long bow, two +10 helms, a *Horn of Bear Summoning*, a *Stave of Water Walking*, six +10 shields, and 2,000 gp in gems.

Another caved-in treasure chamber once laid below; but unlike the rest of the room, it was not of carved rock, and caved in centuries ago. It is extremely hard (-30) to perceive this rebuilt burial chamber. Entry into the room is afforded through secret stone doors which can be moved to the side by 2-3 strong men. Both openings lie above stone stairways. Every other stair is of an enchanted resin which is very hard (-20) to perceive and will will instantly harden around things immersed in it. The resin is grey and appears as rock.

13.6 BUHR AILGRA

Buhr Ailgra is the capital of the Ailgarthas, the oldest of the six Éothraim, or Horse-lord, tribes. A powerful force in Northman affairs, the Ailgarthas control territory stretching from the Waildung lands of the East Bight eastward as far as the confluence of the rivers Ardruiga and Celduin. They are the northernmost Éothraim people.

Buhr Ailgra's position at the junction of the Men Celduin and the northern branch of the Men-in-Araw accentuates its status as one the three most important Éothraim communities (the others being Buhr Mahrling and Warfinger). Nearly everyone traveling north or east out the East Bight passes by the town on one of the plank highways commanded from its earthern walls. Mirkwood looms thirty-five miles to the west, while Buhr Waildung is only forty miles to the southwest. The river Celduin is less than ninety miles to the north.

Situated where the wide prairie escarpment called High Hand begins to descend to the fertile plain of Aur Esgalabar, Buhr Ailgra is also a major stop for Horse-herders. Ailgartha herders keep their Horses out on the High Hand during the warmer months, but as chilly weather arrives they drive the beasts northward into the lowlands. Those in the western part of Ailgartha territory invariably rest their herds, and their bodies at Buhr Ailgra — albeit in their own tents.

13.61 THE NATURE OF THE TOWN

Buhr Ailgra's buildings are constructed using the typical Éothraim "Lainghud" (Rh. "Long-house") style: floors set 2-4 feet below the ground with access by ramp and/or stairs, wood-reinforced thatch roofs, occasional "smoke holes," and smoothed earth floors. Unless otherwise stated, the structures serve as both extended family residences and work places.

13.62 LAYOUT OF BUHR AILGRA

NOTE: *The following material refers to the numbered sites on the color map of Buhr Ailgra. This map is located on the insert included in this work.*

1. Gambaswinth the Smith's. This house contains one 15' x 7' room with 6' x 7' loft.

2. Main Gate. 13' x 13' break in earthen wall lined with mortared stone. Machicolations and firing slits allow defenders in parapet above to discourage entry.

3. Stable, smithy, and iron works. 35' x 8' area can comfortably house seven horses. 10' x 8' work area contains two forges, three anvils, and a wide assortment of tools. A 4' deep loft runs the interior length of the structure, and a larger fair-weather forge is built into exterior wall.

4. Guard house. Built of spruce and oak, it contains one 17' x 7' room. Watch commander and his runners use these quarters while on duty. A small assortment of weapons which serves as a "ready arsenal" is stored along the walls.

5. Hall of the Kuzdrauhtan (Rh. "House-guard"). Here the Thyn's fifteen-man guard resides, ready for war. One 40' x 8' room contains sleeping shelves, a hearth, a table and benches, and assorted chests. The guards' arms are stored in a great iron-reinforced bin. One to fifteen +10 spears, five to forty-five +5 daggers, one to thirty +10 shields, one to five +5 horse/short bows, and one to fifteen +5 long swords and/or hand axes can be found here together with one to twenty +5 chain shirts (all non-magic).

6. Aduila the Leatherworker. Containing one 40' x 9' room with two 9' x 9' lofts (akin to houses 7-9), this house is built of oak, cedar, and birch.

7. Vodoacer the Carpenter.

8. Éovigald the Iron-worker.

9. Marhgilulf the Weaponsmith. Marhgilulf is the strongest individual in town, yet is a renowned artisan.

10. Wamalsuntha the Seer. Wamalsuntha lost her husband to the Asdriags, but has maintained her family well. She serves as an herbalist and tends the village gardens. Her wooden residence houses one 30' x 9' room, a 10' x 9' loft, and a 6' x 9' "drying rack" for herbs.

11. Smoke house and meat stores. 8' x 8' room serves as repository for smoked, dried, and salted meats.

12. Village gardens. This area also doubles as an emergency pen for horses and the few cattle the tribe possesses.

13. Well.

14. Parapet over rear gate. A two man watch is on duty at all times. (There are eight three hour shifts.) Thatch is soaked in oil to resist flames. Firing slits and a viewing port aid defense and provide view of locality. Machicolations in floor allow guard to pour hot oil on invaders who enter gate breach below. An iron bar is lowered from this position and serves to supplement the (main) wooden gate lock.

15. Rear gate. Like the main gate, it is reached by way of a wood-lined roadway which gently dips across the dry moat. A heavy cured-oak log is used to prevent entry, and a man is constantly on duty. (Each one comes on one hour after the parapet guard.)

16. Dry moat which becomes muddy after a storm. It is 6' to 10' wide and 2' to 4' deep.

17. Uthari the Tracker. As is typical, Uthari's residence contains, one 6' x 8' room.

18. Eothaulf the Saddle and Harness-maker. One 35' x 8' room houses most of the family and acts as the living and work area. The 14' x 8' rear room is used for stores and serves as Eothaulf's bedding place.

19. Windaswinth the Fletcher and Bow-maker. One 6' x 8' room with a 3' x 8' loft.

20. Olboin the Mason. One 6' x 11' room.

21. Swinthala the metalworker. Contains one 37' x 10' room (like houses 22-23).

22. Rindaswinth the Horse-master. Rindaswinth is the community's chief trainer and animal healer.

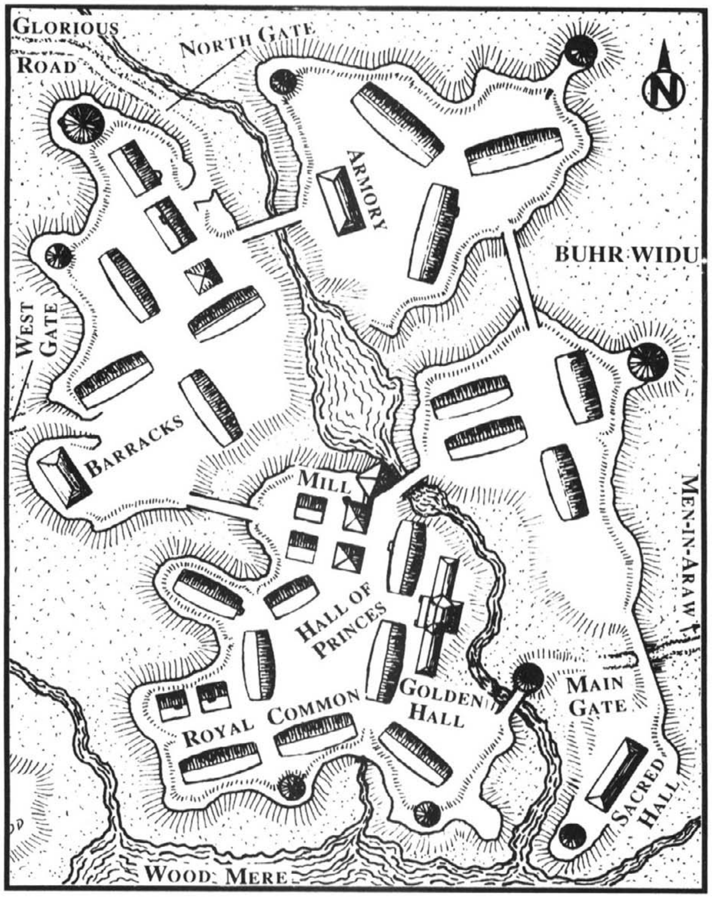
23. Witigis the Carpenter. Witigis occasionally serves as village cooper.

24. Chisebuth the Leather-wright. Chisebuth is a rope, whip, and rein maker. His house contains a single 37' x 7' room with three 7' x 7' lofts and a 9' x 7' storage cellar built beneath the rear floor. Unlike the usual earthen surface, this floor is covered with wood.
25. Village center. A grass-covered common criss-crossed by numerous dirt paths. Here most assemblies, drills, markets, and ceremonies are held. The main cistern located by the armory serves the whole village, and is frequently replenished with well water.
26. Ularic the Healer. One 18' x 8' room serves as his healing place, while another 18' x 8' area acts as his sleeping and living chamber.
27. Wumba the Miller. In keeping with his role as the miller, Wumba is also the town's beer maker. His house contains one 32' x 8' room and a 20' deep 10' x 8' cooling and storage cellar.
28. Thuidamer the Miller. Thuidamer is also the bread maker. His home is built like #27 above, but also contains two baking hearths set into the floor and rear wall.
29. Eolaric the Weaver. One 41' x 10' room with a 10' x 10' loft.
30. Ruidariks the Carver. A single 16' x 8' room.
31. Botila the Priest. Botila is the Keeper of the Uerdakyn (Rh. "Cult of the Earth"). One 26' x 10' room, with a secret 4' x 10' area housed behind the "drying wall" (where the family hangs everything from meats and fish to wet wool). The latter can be reached by turning a false spigot in the red cask set up and into the wall.
32. Thuidalindaf the Priest. Thuidalindaf is the Keeper of the Ailgrakyn (Rh. "Cult of the Stag"). His house is built like Botila's.
33. Vuric the Huntsman. Vuric is a skinner, tanner, hide-worker, and the Master of the Hunt. (He serves as the Thyn's "right hand.") His home contains a single 34' x 12' room with two 12' x 6' lofts adjoins an 11' x 12' sleeping area.
34. The Saicghuil (Rh. "Ceremonial Hall"). A 47' x 12' holy place which serves as the sacred center of the tribe. Elaborate wood-carvings, brilliant inlaid animal motifs, and numerous horns adorn the walls. The stone floor with a raised stage at one end has an elaborate iron and garnet inlay.
35. House of Mahrcared. This is the home of the Thyn of the Ailgharas (Rh. "Friends of the Stag"). Contains five rooms: a central 14' x 22' living area; a 14' x 10' cooking and storage space; a 14' x 14' bedchamber; a 14' x 46' family storage and sleeping chamber above the main floor; and, off the living room and to the rear of the main structure, a 9' x 14' meeting and planning room.
36. Luidariks the Learned One. Luidariks is a scholar, Mage, embroiderer, bone worker, and counselor. His house contains a single 21' x 10' room with a 10' x 4' loft.
37. Armory. A single 38' x 9' room.

13.7 BUHR WIDU

The center of Waildung culture, Buhr Widu (Rh. "Forest Hold") is the capital of the most powerful of the Northman tribes. Tucked in the East Bight, between Mirkwood and the escarpment called High Hand, it is a well-protected settlement. The town is ideally suited to its role as a refuge for Waildung Princes. Here, a trio of fortified hills linked by earthworks overlooks the deep lake called the Mere of Roots.

The Men-in-Araw ends at the eastern gate into Buhr Widu. On the western side of town, another trail begins: the ancient Râd Angálaladh. A third major path leads northward to the ruins of the Old Forest Hold, a solitary hillsite halfway between the Mere of Roots and Wood Mere. This track is called Mere Walk, and runs deep into Mirkwood.

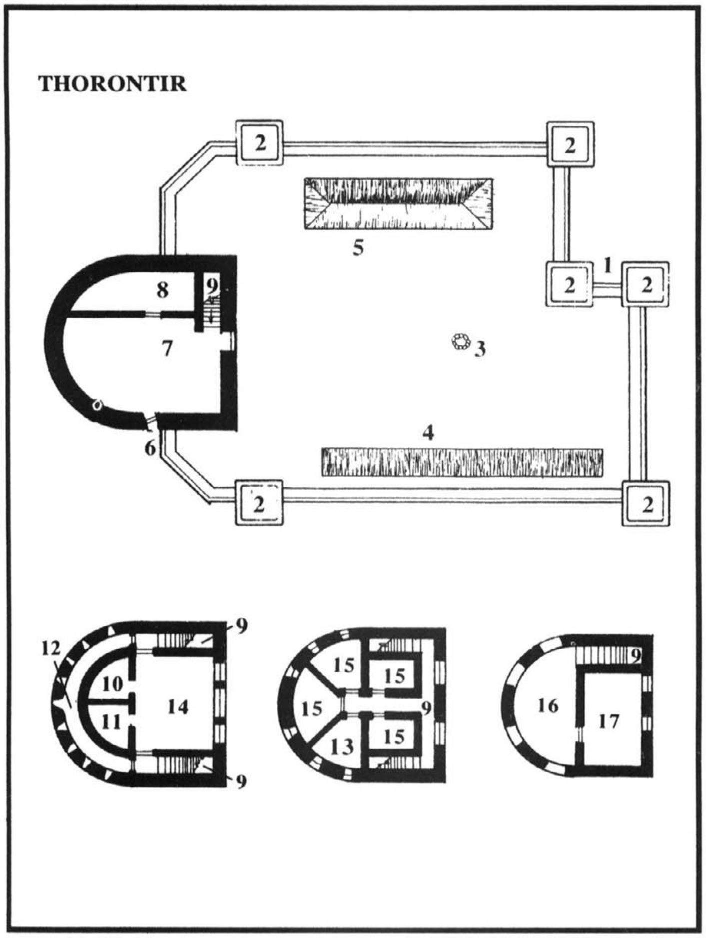


13.8 THORONTIR

Thorontir (S. "Eagle's Watch") is a Gondorian border outpost erected to keep watch on the Asdriag Easterlings. It is situated just off the Men Romen, about ten miles east of the town of the same name and some sixty miles southwest of Warfinger.

Outpost Layout

1. Gate. The portalway is fifteen feet high and ten wide, protected on the outer side by a set of four inch thick iron bound wood doors, which can be reinforced by two huge wood bars laid across them. A few feet further, a portcullis can be dropped to seal the passage. The grate is made of oak and reinforced overall with iron straps. The portcullis is operated by a counterbalance in the left (inner) tower.
2. Tower. All of Thorontir's towers are of similar construction, having a spiral stair in the center, with landings at each of the three stories. There are no windows on the first floor and arrow slits on the second and third. The roof walls are crenellated. All are 35 feet high. The walls connecting the towers are also crenellated to provide protection for bowmen and are accessed via narrow doors on flanking towers on the third floor. The walls are 25 feet high. Shifts change every 8 hours, one man is stationed on each tower, and one patrols each wall-section.
3. Well.
4. Stables. The stables house 70 steeds: 60 for the cavalry and ten for couriers and the officers.
5. Barracks. The barracks shelter 100 warriors (Q. "Ohtari"): forty infantry (garrison) and sixty cavalry.
6. Postern gate. Deeply inset in the wall, the gate is set at an angle to make battering rams unusable. The door is 3" thick oak bound with iron straps and reinforced by an iron bar.



THE KEEP

LEVEL 1

7. **Main Hall.** The Main Hall acts as a meeting place, dining hall, and staging area.

8. **Kitchen/pantry.**

9. **Stairs.**

LEVEL 2

10. **Storage.**

11. **Armory.**

12. **Firing hall.** Here, arrow slits are placed every ten feet.

13. **Guardpost.** Access to adjacent wall.

14. **Meeting room.** The large windows of this room overlook the courtyard, thought there are heavy wood shutters which can be closed over them. Here, the officers of the outpost meet to discuss various issues. Maps and charts of all the lands nearby are kept in this chamber. Rolled and bound, they are stored in a wall rack.

LEVEL 3

15. **Quarters.** These rooms house the five Ohtarrina: three cavalry leaders and two who supervise the garrison troops.

LEVEL 4

16. **Office.** This is the office of Aegnor, the Commander (S. "Thengyn") of the outpost. It is spartanly furnished, but the existing furniture is of high quality.

17. **Quarters.** Aegnor's quarters include a suite of rooms. The windows are tall and narrow, and all have thick wooden outside shutters. The furnishings here are of fine workmanship, reflecting the height of Gondor's glory by their very presence in a military outpost.

13.9 URSH LANNA

Located about fifty miles south of the point where the Men Romen passes Thorontir, Ursh Lanna (As. "Defiant Hill") is the westernmost of the Asdraig Easterling outposts. The Asdriags' fortification design, while rather unconventional, bears some resemblance to Dunnish works. Where possible, these Easterlings utilize a natural hill and, by terracing the sides, they create a series of walls, reinforced by wooden buttressing.

In addition, many of the structures in the confines of the fort are actually built against the inner sides of the wall, to add further to its strength. Access to the fortress is gained via a winding narrow footpath, easily defended by a handful of warriors.

LAYOUT OF URSH LANNA

1. **Entrance.** Cut into the uppermost wall, the entryway is essentially a wooden portalway, closed by a thick door of mahogany planks.

2. **Guard quarters.** The quarters house 80 warriors ("Hûka").

3. **Smithy.**

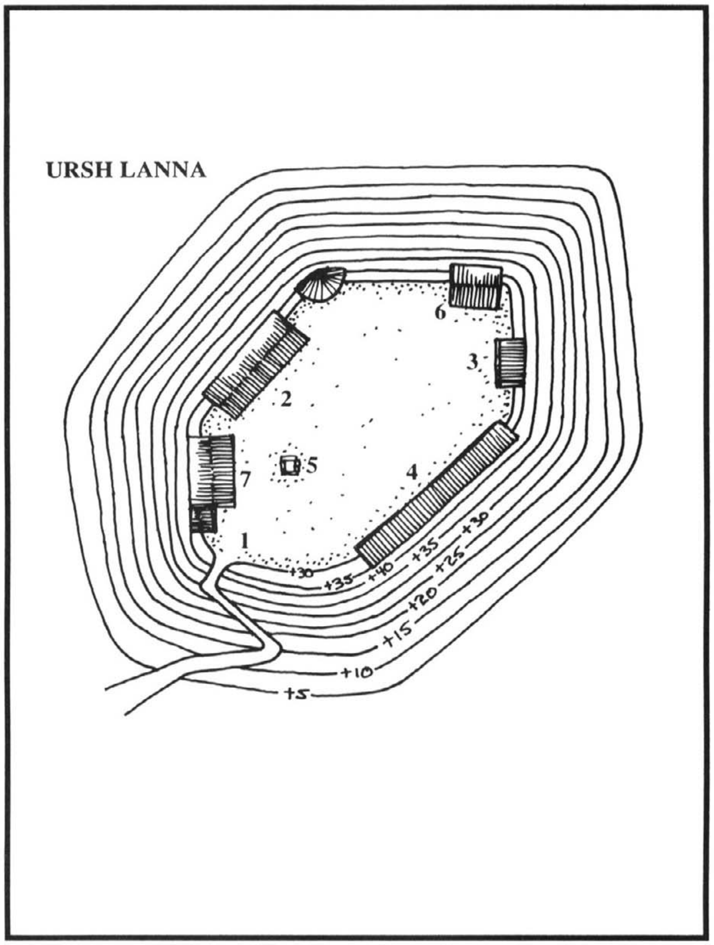
4. **Stables.** The stables shelter 50 horses — all rugged cavalry steeds well-suited for long journeys or battles.

5. **Cistern.**

6. **Quarters.** These chambers serve as the abode of the Lord ("Hûdria") of Ursh Lanna, who in this case is Cherechyana.

7. **Mess hall/kitchens.**

8. **Storage.**



14.0 ELVEN SITES

Despite their opposing cultures, both Elves and Dwarves create grand underground halls of grace and beauty. They approach their work differently, though, for the Elves like to work with the land rather than against it. Elven craftsmen cut chambers from natural cavern formations, altering the rock as little as possible and designing their homes purely within nature's framework. The Firstborn make use of the sloping, uneven floors, the towering stalagmites, and the smooth pillars of granite and basalt that protrude through softer stone. Their tapestries hang amidst chambers with natural vaults and tapering limestone columns, rooms decorated with delicate carvings and subtle lamps that complement rather than overwhelm the surrounding setting.

14.1 THE ELVEN-KING'S HALLS

The Halls of Thranduil, the Elven-king of Mirkwood, are no exception. These palatial chambers recall the design of Menegroth and Nargothrond, the superb Noldo cities of the Elder Days. Like both those virtually impregnable citadels, the Halls are cut deep into a hill located in northeastern Mirkwood. The main doors into this spectacular delving open southward onto a stone bridge that spans the cool, swiftly-flowly Forest River. This strategic crossing serves as the principal overland entry into the great Woodland Realm. South of the river, Thranduil's influence is unsure, so the bridge essentially marks the point where the forest becomes safe.

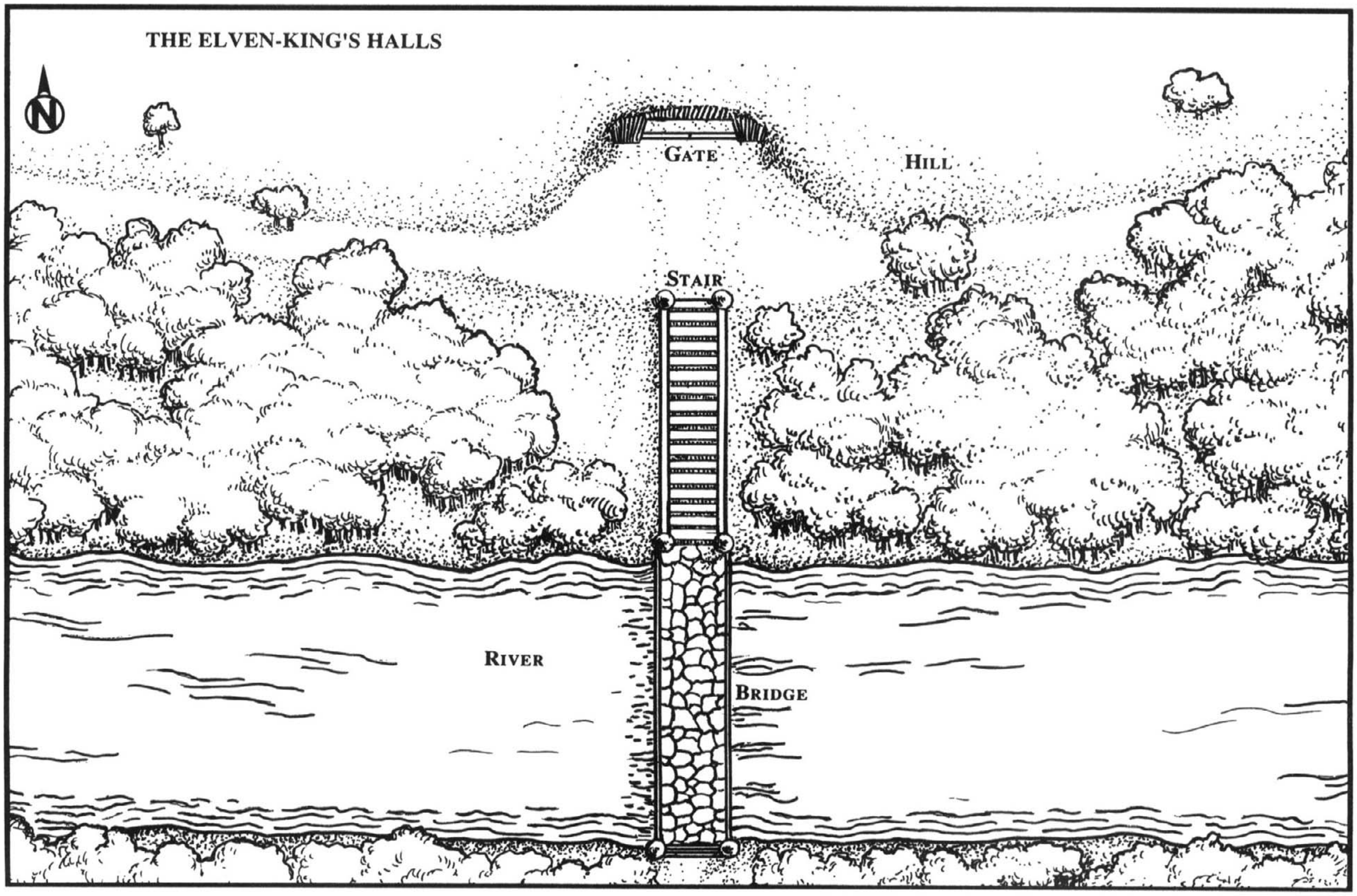
The Forest-folk refer the palace complex as the Aradhryand, the "Halls of the Elven-king." It is also called Amon Thranduil (S. "Thranduil's Hill"), or "Mardo Edhetaro" in the Quenya tongue. Built between T.A. 1050 and 1100, Thranduil's hold replaced Caras Amarth as the preeminent Elf-hold in northern Mirkwood. Soon after it was completed, the court moved eastward and, with the drying of the Avar Stream, the Aradhrynd quickly eclipsed the old capital at Caras Amarth. (Eventually, of course, Oropher's Halls were abandoned altogether.)

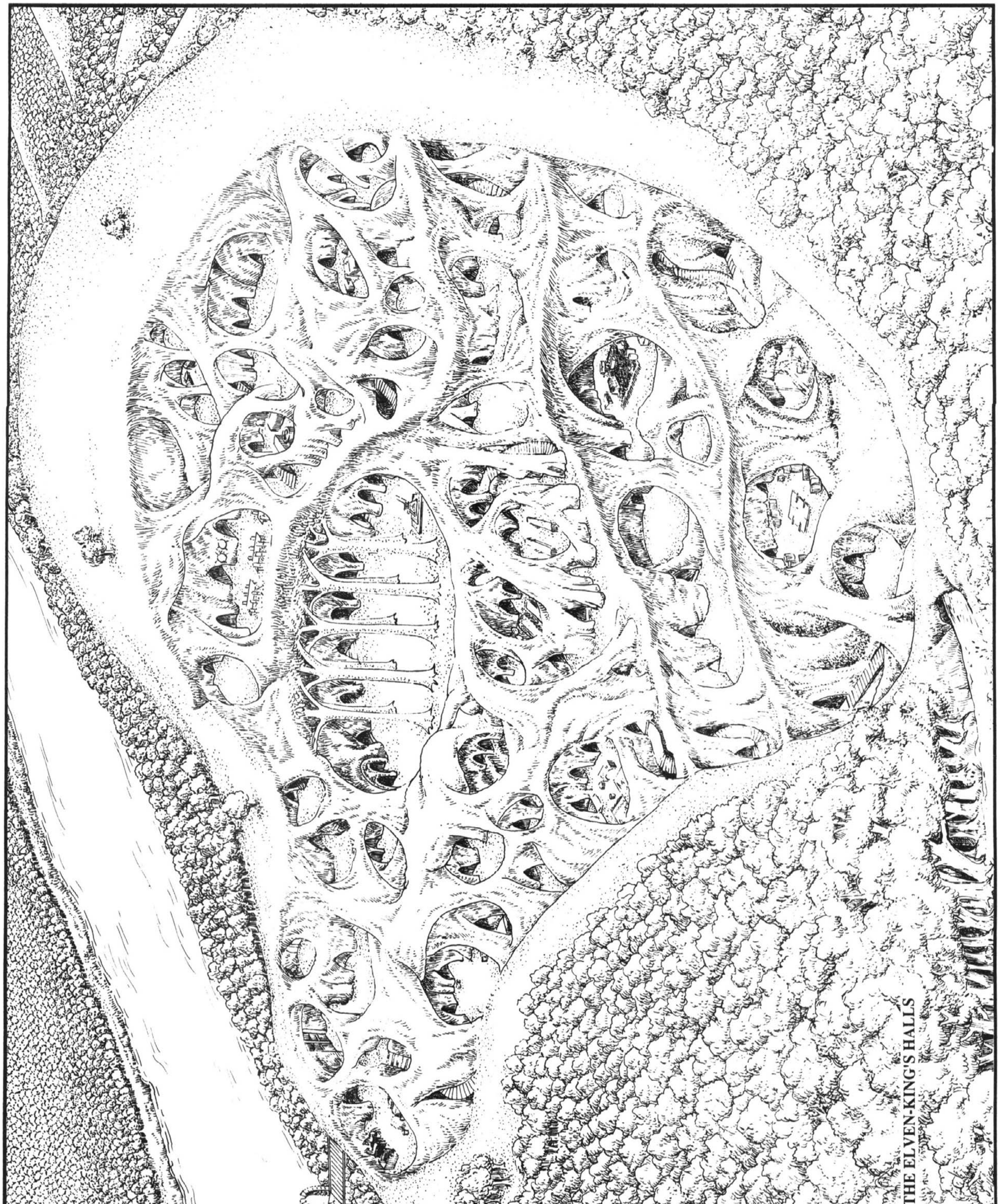
The Aradhrynd serve many roles. The citadel guards the bridge, and acts as both the capital of the Wood-elves (S. "Tawarwaith") and as a refuge. Located only ten miles from the point where the Forest River surges out of the woods and into the Long Marshes of Wilderland, it also stands as the gateway into northern Mirkwood. Here, the Elven-king greets the travellers who journey westward up the Taurduin valley, visitors who rarely sojourn further into the Woodland Realm.

NOTE: *For more information on the Aradhrynd, see ICE's* ***Halls of the Elven-king.***

14.2 CELEBANNON

Adventurers entering the Woodland Realm by a boat bound upriver on the Taurduin find the going slow; the current is swift west of the Long Marshes. This may account for the fact that nearly everyone disembarks at Celebannon (S. "Silver Gate"), the principal trade center of the Wood-elves. Here the so-called "Raft-elves" prepare goods for shipment downriver to the communities along the Annen, Celduin, and Carnen, as well as points further east (e.g., Dorwinion). Some stores are sent in large floating casks, while others are collected on finely crafted rafts of cedar and hardwood. Goods received from downriver come in a wide variety




THE ELVEN-KING'S HALLS

of forms, but are generally repacked in barrels while in Lake-town.

All of this modest commercial bustle makes Celebannon a relatively cosmopolitan village, at least as far as the Silvan Elves are concerned. Travelers seeking excitement can get involved in trade, hiring on as guards or acting as inexpensive transporters of finer merchandise; they can also frequent the Dindraug (S. "Silent Wolf"), Celebannon's only inn. All should beware, however, of the fact that Thranduil is well-informed of any goings-on involving outsiders, particularly non-elves.

Twenty-seven warriors of the elite Tirduin (S. "River Watch") fighters keep order. In addition, further scrutiny is offered; the watchful eye of Camthalion (S. "Steadfast Hand") is ever-present. Being second in command to the Master of Celebannon, one Ohtar (S. "Warrior"), Camthalion wields considerable local power. His daughter Narmirë (S. "Fire Flower") was abducted by a mannish raiding party while gathering fruit only a year ago, and the elven ranger is hungry for information which might allow him reunion or revenge.

A small Elven village composed entirely of wooden cabin-like structures with thatched roofs, Celebannon is yet a town of some elegance, as are all places graced by the Immortals. All of the structures are extremely well made, with subtle decoration, and a modest grace which whispers of comfort and veiled beauty within. There is but one inn in the village, implying perhaps that there is not much in the way of revelry done here. Be not deceived, however, for often there is feasting in the Ohtar's Hall nestled within the trees, open only to residents and their guests.

Layout of Celebannon

NOTE: *See the insert for the map of Celebannon.*

Residences. (a,b,d,e,i,j,k) Each of these single-story buildings houses at least one (depending on the size of the structure) extended family unit.

Storage Halls. (c,f,h) These are holding areas for the various goods traded by the Elves. Many barrels are also stored here, as well as the light boats during bad weather.

Inn (Dindraug, "Silent Wolf"). (g) The only inn in Celebannon, it is quiet but comfortable, and the prices are reasonable, and the food excellent.

Trading Hall. (l) A relatively large, circular structure, the trading hall is just what its name indicates. The walls of the building are movable, so that a great precentage of its circumference can be opened to the outdoors during fair weather. This is the general marketplace for the villagers, as well as a trading post for travellers.

Ohtar's Hall. (m) A two-story building which encloses a feast-hall and kitchens on the first floor, as well as Ohtar and his guard's quarters on the second floor, accessed by a balcony running the perimeter of the interior.

14.3 CARAS AMARTH

After Oropher, the founder of the Woodland Realm, removed himself to northern Mirkwood, he built a marvelous subterranean palace. Built during the late Second Age, he called the complex Caras Amarth, or the "City of Doom." These halls comprised the second capital of the Forest-folk.

The well-preserved ruins of the palace are situated three miles north of the Râd Annon (S. "Gate Path") and only fifty miles east of the western edge of the wood. Here, the low height dividing the Anduin Valley from the Valley of the Forest River reaches its highest point. A stream linking Caras Amarth to the Avar Tombs (40 miles) to the northeast once ran by the citadel and eventually flowed into the Forest River.

Like the Aradhrynd, Caras Amarth is literally a maze of interconnecting tunnels and rooms which wind, spiral, and turn back on themselves. Floors and corridors slope and bend, and the footing is often uncertain. For those unacquainted with the plan of the palace, the way is dangerous.

Although these halls are cold and damp, they were once warm and filled with light. Bright tapestries hung all about, and there were soft carpets spread about many of the rooms. Countless cushions and other furnishings adorned the passages chambers, appointments as fine as those found in most any king's hall.

Layout of Caras Amarth

NOTE: *The contour lines in the caverns slope down from the walls and columns (columns being designated by the shaded areas bordered by heavy black line) towards the open areas of the room. Thus, the lowest area in Oropher's Hall is the "Y" shaped region in the center of the room. The floor then slopes up in gentle steps to the perimeter and around the gracefully tapering columns. The contours in the corridors usually indicate a continuous slope rather than steps, except where there are spiral stairs. There are few real 'doors' in the Halls; rather the Elves prefer hangings to cover entries. There are doors, of strong wood bound with iron, barring the cells, storerooms, cellars, and of course, Oropher's vaults.*

1. Great Gates. Across a long stone bridge spanning the now-dry river called the Avar Stream, up a steep stair, and across a grassy court are the stone doors which guard the entry to Oropher's halls. The gates themselves are fifteen feet high and thirty wide, sliding apart on cunningly designed tracks in the floor and ceiling. They are very hard (-20) to open. A foot thick, and wrought with many enchantments, they provide a formidable defense.

2. Guardroom. Once manned at all times by two Elven guards, this chamber accommodated Oropher's warriors, soldiers who served on four hour shifts.

3. Stable. These chambers once housed the light steeds of the King and his warriors. The three dozen fine light horses were used to bear couriers and for hunting trips.

4. Oropher's Hall. The main feast-hall and grandest chamber in all the complex, this is where Oropher held court. Sitting in his throne carved and inlaid with many fine woods, he wore a crown of leaves reflecting the season. He bore a staff of carved oak. Rich tapestries depicting forest scenes covered the walls, and bright lamps hung from the walls and the natural limestone pillars.

5. Feast Hall. Actually these rooms are multi-purpose in nature. In addition to serving as additional drinking and dining rooms, these chambers were natural gathering places for the residents to sing, and play musical instruments (the harp and lute being favorites). Here they created beautiful items of cloth and wood, or just spun tales.

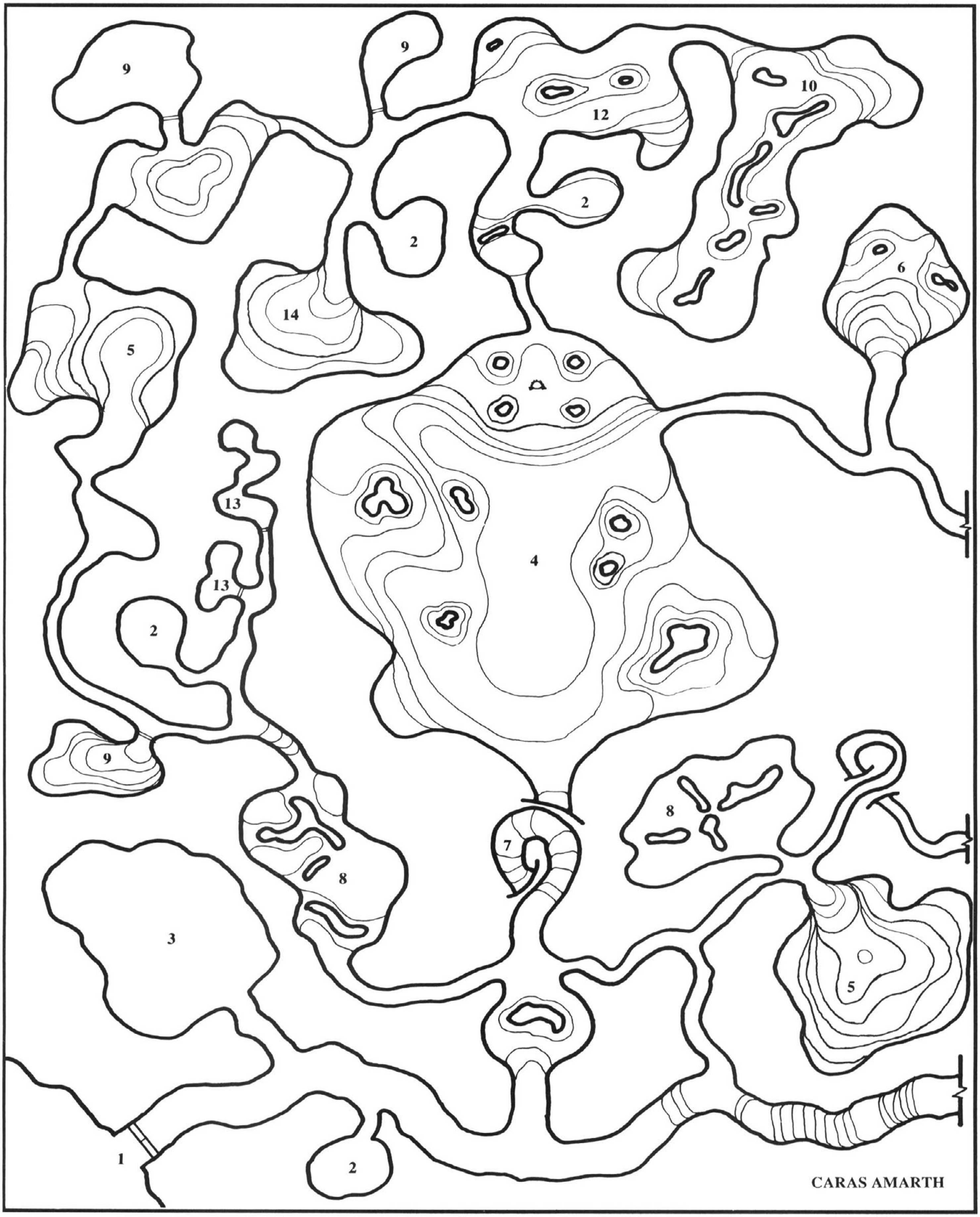
6. Kitchens.

7. Spiral Stair. These are stepped stairways curving around under themselves, usually in several turns.

8. Living Quarters. These areas are often still subdivided by heavy tapestries and wood screens for added privacy. The Elves utilized the level changes and stalagmites as natural room dividers, and work around them to create individualized spaces.

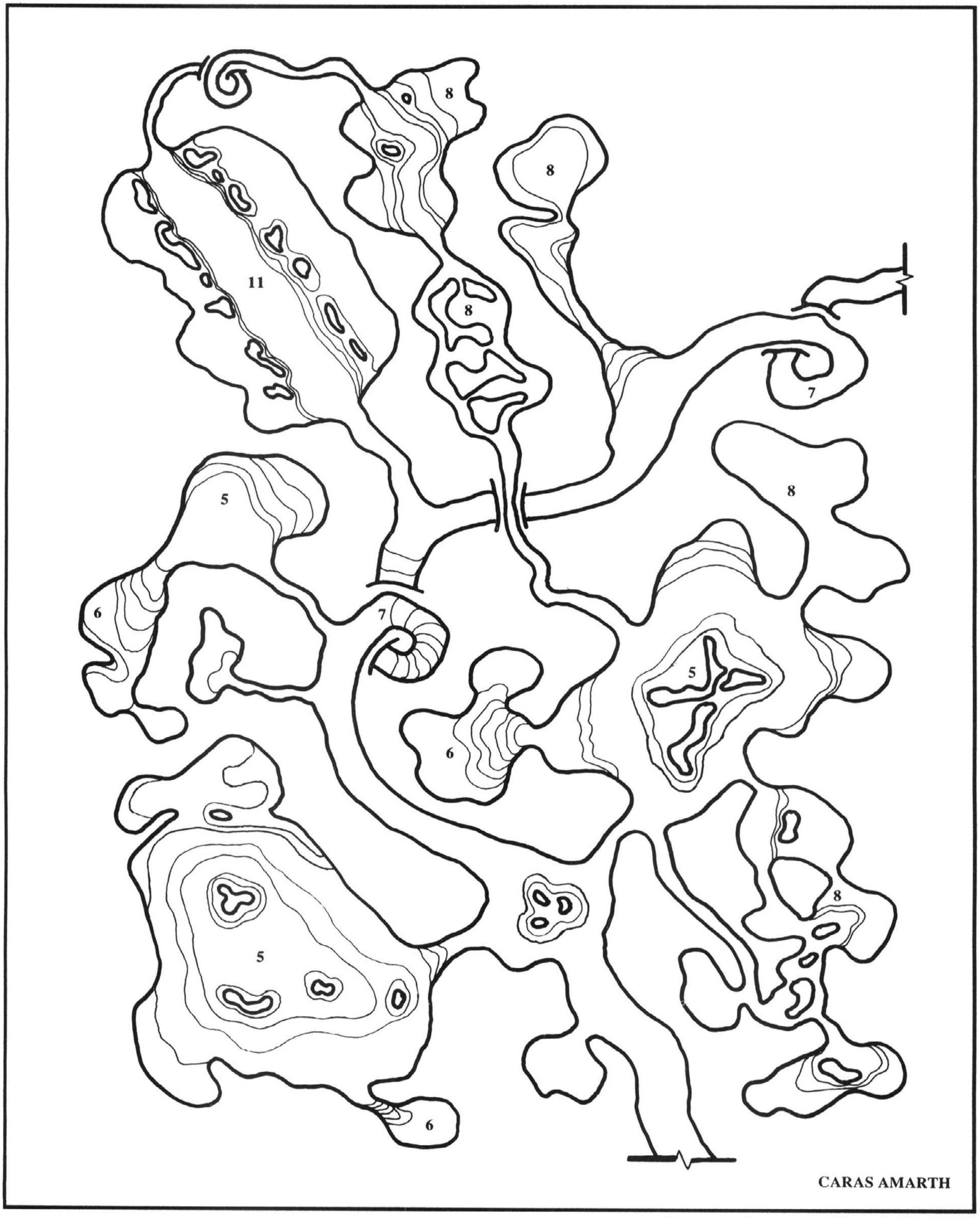
9. Storage.

10. Oropher's Quarters. The most elegant quarters in the complex, the King's chambers were filled with the most beautiful rugs and tapestries, as well as many gold and crystal lamps, filling the area with warm light.


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CARAS AMARTH



CARAS AMARTH


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CARAS AMARTH

11. Library. The main records area of the caverns, this chamber once contained many books and scrolls telling of Elven history, as well as many songs and other lore. These tomes have since been moved eastward to the Aradhrynd.

12. Council Chamber. Within this secure room Oropher once consulted with his closest advisors regarding matters of import to the Woodland Realm. Here, the Wood-elves planned their campaign prior to the assault on Mordor at the end of the Second Age.

13. Cell. These are "holding areas" to confine prisoners of the King. All are closed with heavy oaken doors with strong locks.

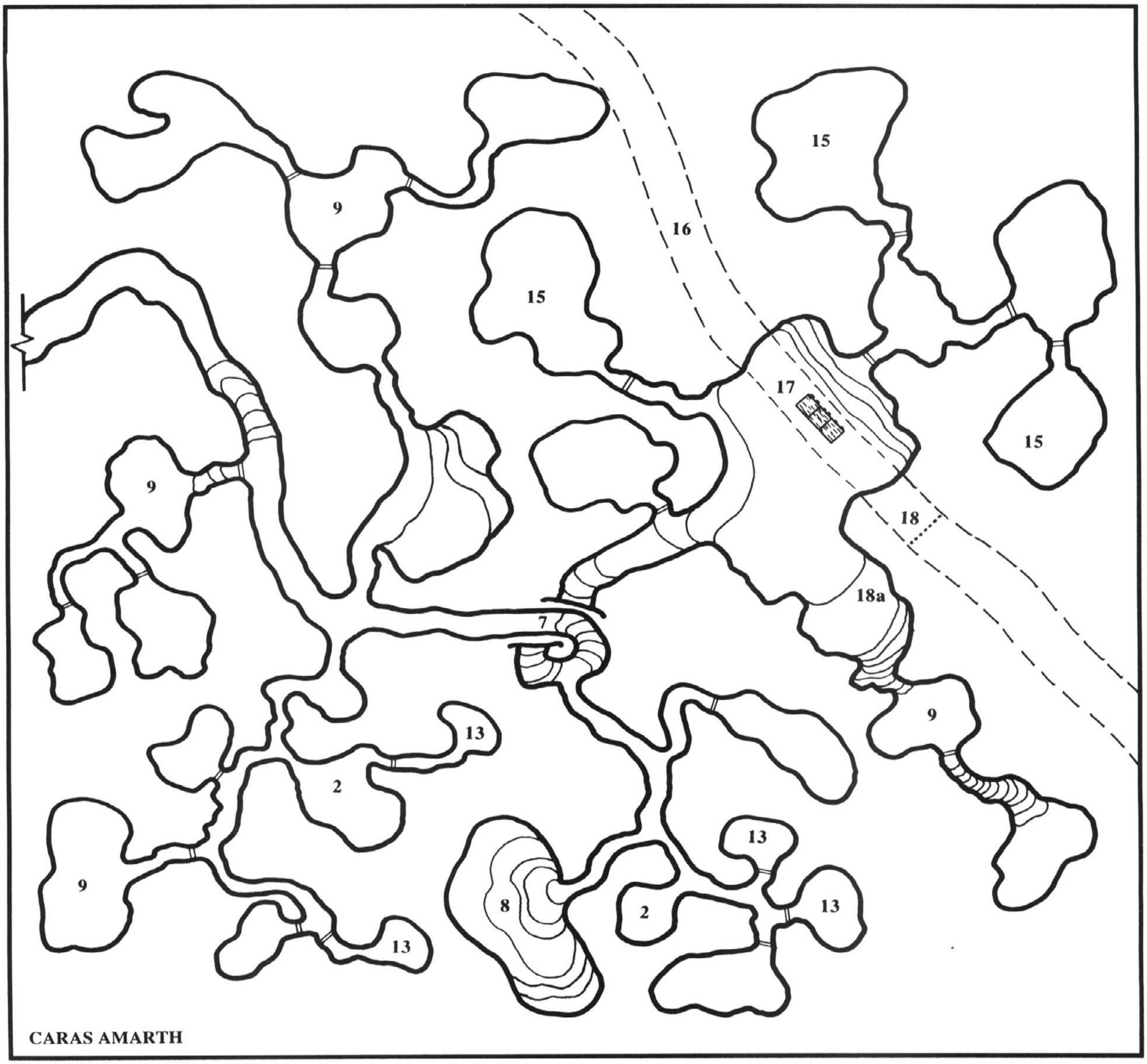
14. Oropher's Vaults. These rooms once guarded the Oropher's Treasury. Perhaps not large by the standards of the Elf-lords of Beleriand long ago, this hoard was still one of considerable wealth, including much gold, as well as many gems and items magical in nature. Great Elven blades forged in the Undying Lands long ago, long bows of superior quality, and magical items of all kinds were once kept here.

15. Cellar. The many barrels of food and drink used by the populace of the Halls were stored in these rooms. Contents included apples, butter, and of course fine wines.

16. Underground Stream. This narrow watercourse flows to meet the Forest River eight miles to the northeast.

17. Trapdoor. A trapdoor dominates the floor of this chamber. This aperture gave the Wood-elves access to the underground stream below.

18. Portcullis. An open wood grating, it allows the water to pass freely while protecting the underside of Caras Amarth from attack. The rope to raise the portcullis is at 18a.



15.0 DWARVEN SITES

Although the Dwarves have spent a great deal of time in northern Wilderland, they have settled in very few areas. They seek solitude in the remote, mineral rich highlands of the Iron Hills and the Grey Mountains. Two of their holds, however, have had a great deal of impact on events in Rhovanion.

15.1 AZANULINBAR-DÛM

The Dwarves of the Iron Hills have spent centuries perfecting Azanulinbar-dûm, their mansion near the headwaters of the river Carnen (S. "Redwater"). Though it cannot of course compare with Khazâd-dûm, "Azan" is nevertheless quite beautiful. The walls and floors are either of smoothly dressed or beautifully carved stone and crystal. Most ceilings are high and carved so that they appear vaulted. Magical Dwarven lamps fill the city with a soft radiance, and there are many beautiful fountains; wherever one goes in Azan, one can always hear the sound of running water.

Like all traditional Dwarven doors, the doors of Azan are virtually impossible to detect when shut. All of the doors and portculli of the city have been enchanted so that it is impossible to affect them with an undoor or a portal spell. In addition, it is impossible to teleport through one of the doors or portculli.

Dwarven Watch-chambers

In addition to the usual defenses, the Dwarves of Azan have constructed seven watch chambers which look out onto the surrounding countryside. Each is manned by a single Dwarf in seven hour shifts. In case of an attack, the guard can raise the alarm (by means of speaking tube) without leaving his post. The stairs and ceilings leading to the watch chambers are trapped and can be collapsed at a moments notice.

Layout of Azan

NOTE: *There are seven residential areas within the city, one for each of the seven clans. Each area on the Layout marked residence is therefore a group of residences rather than a single Dwarven home.*

1. **Main Entrance.**
2. **Cart Road.**
3. **Portcullis.**
4. **Pit Trap.**
5. **Ceiling Trap.**
6. **Guard Room.**
7. **Murder Holes.**
8. **Crossbow and Ballistae Slits.**
9. **Storeroom.**
10. **Loading area.** Four carts can unload here.
11. **Mines.**
12. **Forge.**
13. **Workshop.**
14. **Crafthall.**
15. **Armor Stores.**
16. **Residential complex.**
17. **Hall of columns.** Contains a large cistern holding emergency water supplies.
18. **Recreation.**
19. **Small chapel of Aulë.**
20. **Main chapel of Aulë.**
21. **Hall of Writing.** Walls are inscribed with the history of the Tribe of Balli Stonehand.
22. **Chamber of Records.** Legal documents and record of business transactions are kept here.
23. **Library.** This vast chamber contains fourteen alcoves; seven are devoted to Dwarven craft, and seven to Dwarven history.
24. **Scriptorium.**
25. **Assembly Hall.**
26. **Hall of Balli.** (Council Chamber)
27. **Durin's Chamber.** The deeds of Durin the Deathless are inscribed upon the wall.
28. **Great Armor Stores.** This room contains a large assortment of extraordinary magical arms and armor.
29. **Watch Chamber.**
30. **Guest Quarters.**
31. **Hall of Feasting.**
32. **Kitchens.**
33. **Reception Room.**
34. **Throne Room.**
35. **Treasury.**
36. **Royal apartments.**
37. **Cell.**
38. **Antechamber.**
39. **Royal Tomb.**
40. **Side chamber.** Reserved for relatives of the royal family.
41. **Clan tomb.**
42. **Secret Exit.**

15.2 THE LONELY MOUNTAIN

The design of the Dwarf-city in Erebor is unquestionably very different from that of the Halls of the Elven-king. The chambers in Erebor are carved out of solid granite and basalt, their faces smooth and unbroken. Many areas, in fact, have fine walls and floor of set stone, to vary the color and texture of the surfaces. The doors and gates within the city are either of wood bound with steel bands or are themselves made of steel, and all swing back on superbly made hinges. Erebor is a maze of halls and corridors, tunnels and mansions. The maps following depict the basic overall layout of the Lonely Mountain interiors.

The layout of the rooms in Erebor is basically on two levels, although there are small variations in altitude between various rooms on a given level.

NOTE: *Two grand, long and wide stairways join the two main levels, and they are note as "A" and "B" on the map. Only a fragment is shown in the plans below, for each bends back on itself before arriving at the other level.*

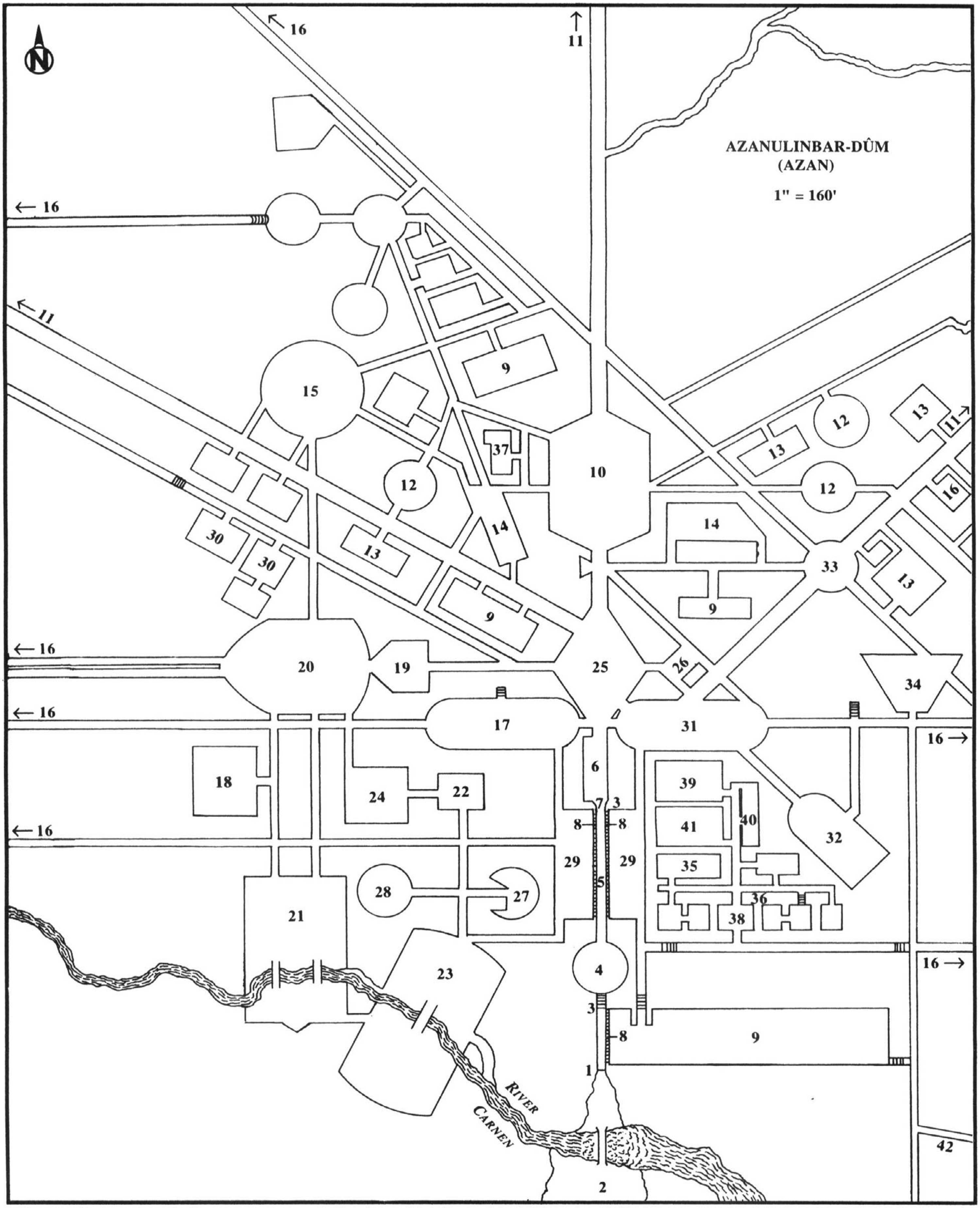
In addition, there is a stair up to the King's Halls, above the upper level. Of course, there is the long ramp from the Bottommost Hall to the secret entry on the side of the mountain.

Several halls in the complex are given specific names (almost like roads). Most are self-explanatory, or merely poetic; however, a few are worthy of specific mention:

Chambers of Note

Walk of Carts . This is the passage along which are drawn carts loaded with ore to be smelted and made into ingots, or forged into items. There are tracks set in the floor to guide the transports.

Walk of Slow Waters . There is a trough running along the side of this corridor, filled with slowly flowing water which runs down to Thráin's Hall below. The source of the water is probably a branch of the river which springs forth in force near the exit above.


AZANULINBAR-DÛM
(AZAN)
1" = 160'
River Carnen
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Way of Crystal. The northern wall of this corridor is almost completely covered by beautiful sparkling natural quartz formations.

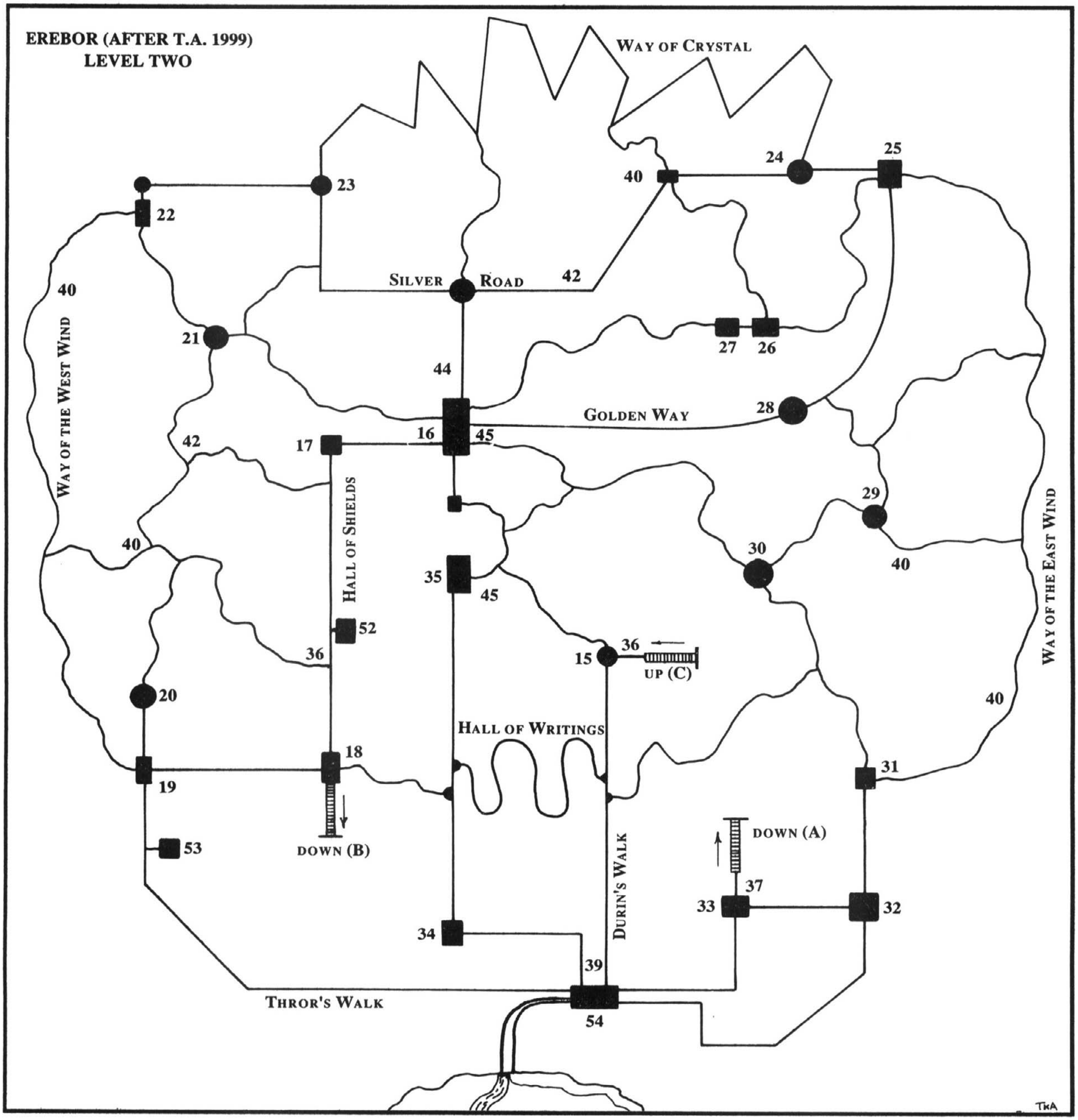
Hall of Writings. Upon the walls of this passage are inscribed, in the runes of Daeron, the general history of Erebor, constantly updated.

Hall of Shields. Hung on the sides of this hallway are dozens of ornamental shields, representing the families living under the Mountain.

Layout of the Chambers of Erebor

1.-35. These large rooms have no specific name but are identified by numbers. Naturally each of these halls was somewhat different from the next in layout or decoration.

36. Pit Trap. These pit traps are controlled by a lever concealed in the wall nearby which is very hard (-20) to perceive. Extremely hard (-30) to disarm, the traps are of a standard design. Each is 30 feet long and blocks the full 35 foot width of the corridor. Normally set so that they are "off," and the floor of the hall is safe,



pulling the lever sets the trap. The next person who treads on the area must make an extremely hard (-35) maneuver to avoid falling seventy feet onto a bed of vicious spikes. Victims receive a +70 Fall/Crush attack in to 1-6 "B" Puncture criticals.

37. Ceiling Trap. Very similar in setup to the pit traps, except that a section of the ceiling of the same size is rigged to fall. The lever can be made to set the trap to go off when someone steps on the designated area; or it can be used to trigger the trap immediately. It is very hard (-20) to perceive or disarm. Those caught in the path of destruction are treated to two to twelve +60 Fall-Crush attacks. The corridor is thus blocked in any case.

38. Smelters and forging area.

39. Guardroom.

40. Residence.

41. Storeroom.

42. Recreation.

43. Cell.

44. Crafthall.

45. Shop.

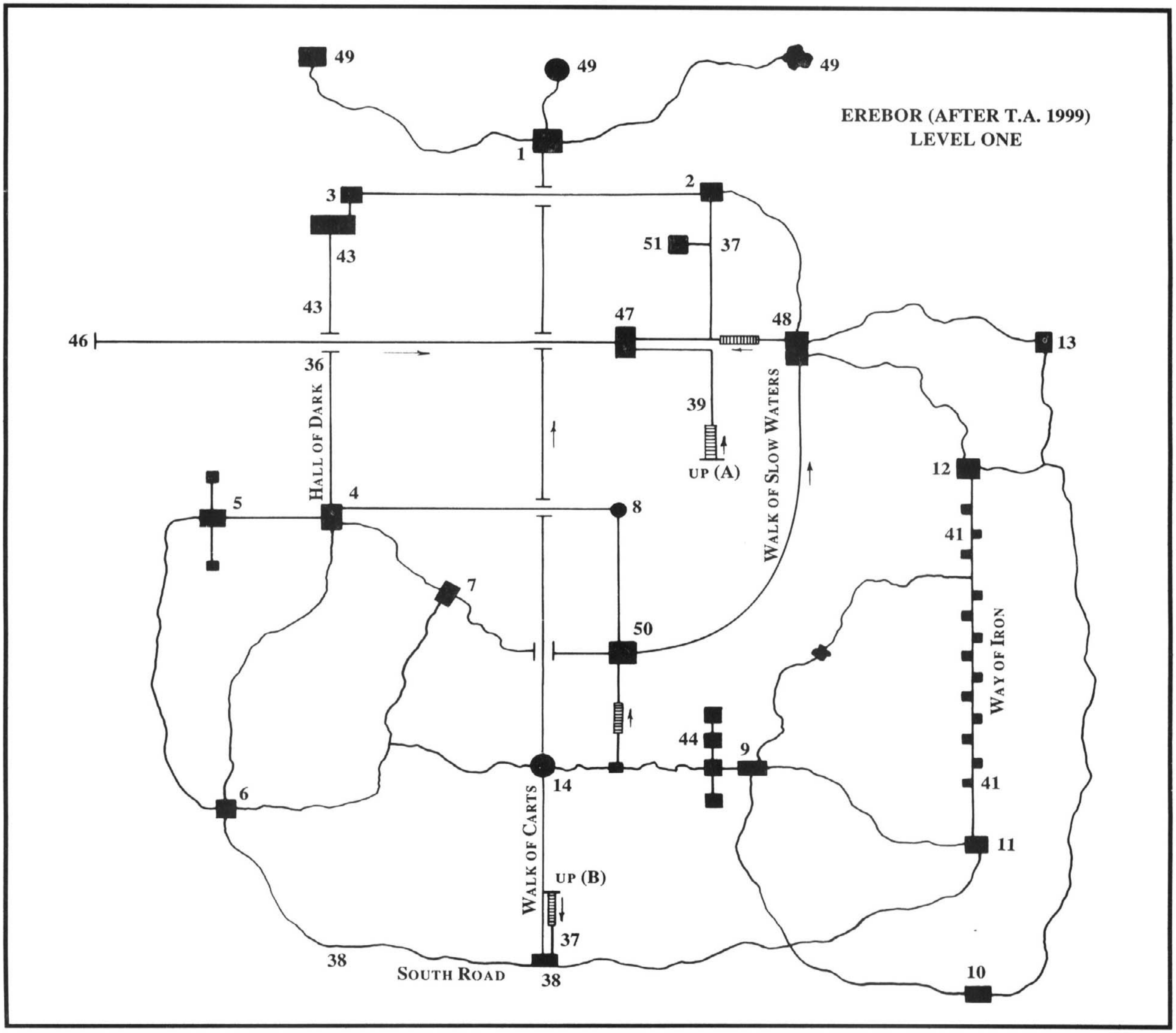
46. Secret Entry. The tunnel to the exit in a vale on the side of the Mountain is two miles long and slopes down gently to meet the Bottommost Chamber.

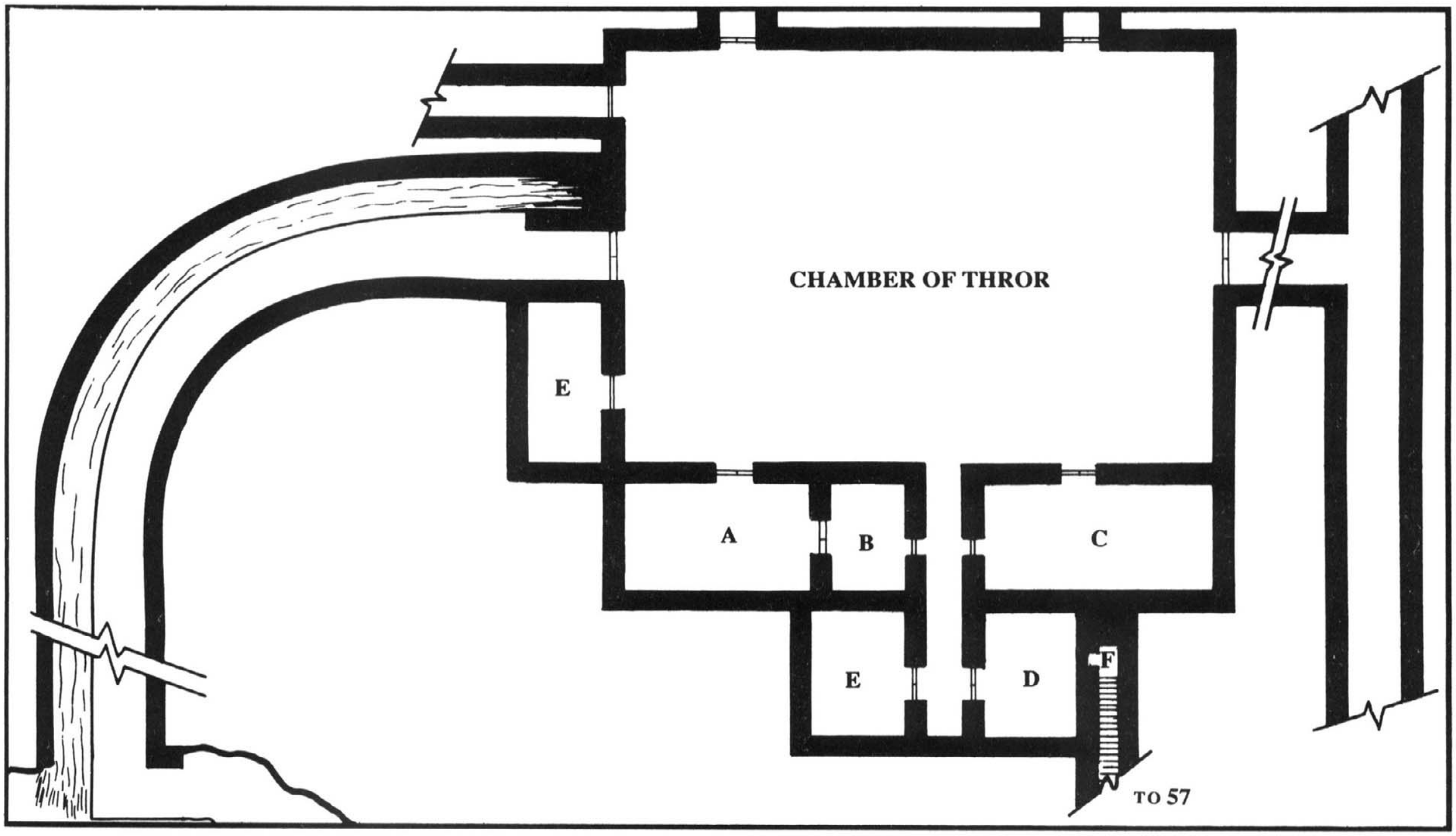
NOTE: *This entry is used by Bilbo & company in T.A. 2941.*

47. Bottommost Chamber. (Smaug's home after T.A. 2770).

48. Thráin's Hall. A vaulted chamber with many wells, this is the backup water supply for the Mountain, after the river on the upper level.

49. Mines. Each of these three rooms has several tunnels, much more crude in construction than the rest of the city, running out from it and down. These are the access-ways to the mines far below.





50. Chamber of Náin. A great hall in the center of the Lower Halls of Erebor, this room is one of the record-keeping areas. Many scrolls and books are held here, recounting the history of the Dwarven race, as well as histories of Erebor; financial records, mining tallies, official information and accounts of the King's policies, etc.

51. Lower Vaults. Holding the majority of Erebor's treasure in terms of sheer mass of gold and silver, and more common items. Unquestionably there are millions in gold and gems hoarded here, a treasure too vast to detail on these pages.

52. Armor stores. These areas hold most of the armor and weapons of the Army of the Mountain.

53. Great Armor Stores. Truly marvelous items of warcraft — +20 or greater armor and weaponry — is housed here. These vaults are secured by three locked steel doors, each very hard (-20) to open, and of course guarded at all times.

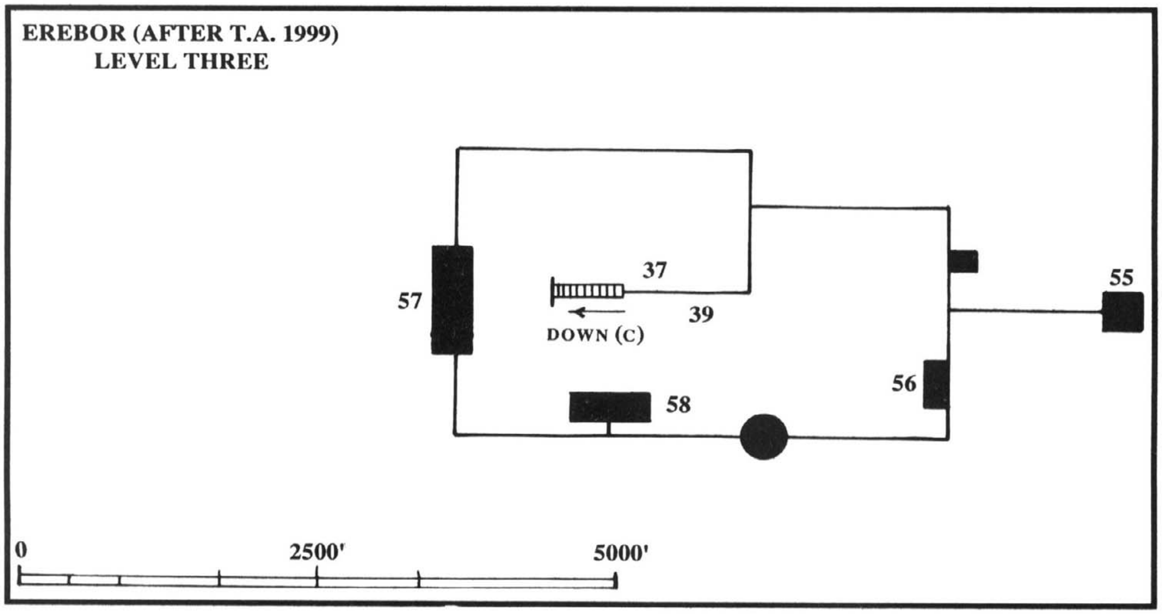
54. Chamber of Thrór. Near the main entry, the Chamber of Thrór is a vast hall used for feasting, and large councils. It is in decor one of the grandest rooms under the Mountain. There are several rooms adjacent to the Chamber: (see detailed layout) a. Kitchen; b. pantry; c. caucus room; d. lounge; e. guardroom; f. secret passage to King's Library.

55. Durin's Hall. A very holy place in the cluster of rooms which are the King's private apartments (see layout), it is his own chapel to the Valar.

56. King's Bedroom.

57. King's Library.

58. King's Lounge.



16.0 RHOSGOBEL

Rhosgobel is the home of the Wizard (S. "Istar") Radagast the Brown. Located at the western edge of the Narrows of Mirkwood, near the conflence of the Woodman Trail and the Râd Angálaladh, this enchanted refuge is a celebration of the abundant forms of nature. Nothing in the home has been created by the human hand, save the hundreds of bird houses that Radagast himself has made. Everything else in the house is just as nature made it, with perhaps just a touch of human ingenuity, down to the massive furry oak tree that twists its way on up through the middle of Radagast's home.

When Radagast found his way into Middle-earth and started wandering with his friend Gandalf, he found enchantment with the forms of trees that grew beneath the western eaves of Greenwood. He roamed the woods from one end to another, until he finally found the place he wished to call home. There, not far from the deepening Shadow of Dol Guldur, he met an ancient tree whose spirit was akin to his own, one of the Olvar he favored most. This tree pledged friendship until they sought a parting. Named "Rhosgobel," it became the heart of the house by the same name.

16.1 LEGEND OF RHOSGOBEL

Many legends surround Rhosgobel. Some say it was created in an instant, in a time beyond memory. Others talk of Elven craft. A few spin yarns of a house which grew out of the land like a tree. One tale, however, is a favorite among the Northmen:

"During his wanderings he charmed into his service the birds and beasts who knew how to make a tree a home. He first had to convince the birds that he did not wish to fly into the branches of his favorite tree and roost there, but rather to create four walls around it. But once they understood his desires, they set about his business.

The bright-wing orioles set about weaving walls out of feathers and reeds, twigs and grasses. The squirrels brought leaves and twigs for building materials, and the mud daubers set about cementing those walls with mud that they mixed with the waters of the Great River. The bare shell of a building, a rather irregular curving set of walls that surrounded the central furry oak trunk, was completed in a magical seven days. But ever since then, Radagast and his troupes of friendly animals have been fussing and rebuilding —adding windows here and shelving there— over the past six hundred years, until now to a visitor's eye the place looks like an astonishing museum."

16.2 RHOSGOBEL'S STRUCTURE

The inner dimensions of Rhosgobel measure 30 feet by 20 feet. The ceiling hangs a good 12 feet above the floor. Windows look toward the south and west, hung with gossamer curtains woven by well-meaning spiders, now all but extinct among the Mirkwood trees. A step-ladder winds around the gnarled trunk of the furry oak tree that accentuates Rhosgobel at its center. By climbing the ladder one ascends up into the watch-tower, a room that looks uncannily like a wasp's nest (probably because it was built for Radagast by paper wasps) and sits atop the highest bough of the massive furry oak tree, 50 feet above ground level. From that lookout one can glimpse the glimmers of the River Anduin to the west, the long, dark expanse of dense forest to the north and east. Ever-present, always merciless, the gleaming jet-black spire of Dol Guldur lies in hills to the south. There, amidst the wretched gloom, it carves a haunting scar in the sky above southern Wilderland.

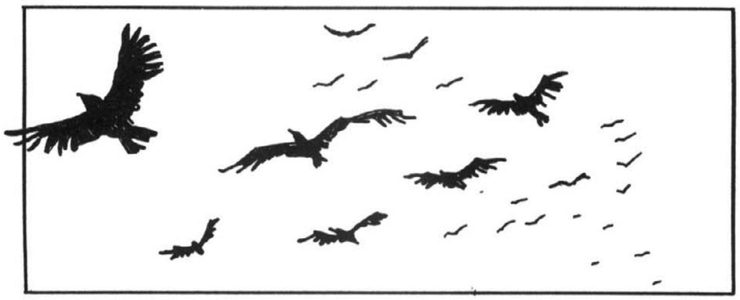
Radagast keeps watch on the Hill of Sorcery. The barren hillsides of the Necromancer's lair are usually shrouded by dark clouds, but the Istar's gaze is subtle and penetrating. He monitors strange movement, and provides the forest whatever aid he can offer. The Brown Wizard works to stay the Evil, despite the impression that other matters have taken his mind off the neighboring threat. After all, there are always things to tend to at Rhosgobel.

The concern of the animals over the years of renovation has been for Radagast's convenience. Great Hawks brought river-rocks with which to create a lovely fireplace hearth. Chipmunks brought scraps of bark and smooth stone and installed shelves on which Radagast could store his extensive collection of roots and herbs. Bears brought a large hollow log, thinking that Radagast needed a pot to brew in. But all the while Radagast had his mind on renovations other than those for the sake of his own convenience.

For Radagast's passion is building houses for his birds. He spent the first century of his life at Rhosgobel wandering the forest, learning every method of construction and suspension, every kind of material used naturally by birds to build nests. Then he saw to it that he put into action every trick he had learned from the birds about how to build and hang a birdnest at his home of Rhosgobel. The outer walls of his sylvan home, over the years, have become an intricate collection of bird houses and bird feeders of every sort of description. And once Radagast had built every bird nest he had seen in the forest of Mirkwood, he began using his wizardly powers to devise bird houses on his own.

Needless to say, none of these bird houses go uninhabited.For Rhosgobel is a haven for birds throughout all Middle-earth.Ask a raven from the Northlands, ask a Pelican from the southern sea (Haragaer) shores. Every bird will tell you, if you could ever understand their language, that at least once in their feathered lifetime they will try to stop in and paid a visit to Radagast. (Yet, as a testament to the Wizard's power, Rhosgobel remains exceptionally clean and fragrant.) The seasons wouldn't turn, the saying goes, if the birds didn't come home to roost at Rhosgobel.

Indeed the birds and Radagast both follow the seasons. Many of Middle-earth's birds fly north to Rhosgobel, stopping for a time during the annual spring migrations; some stay throughout summer, but in the winter they return to their homes across the land. Radagast would find their departure all too saddening if it didn't signal the time of year that he begins his wanderings. He pulls the curtains shut and blocks up all the doors and windows of Rhosgobel with woven mats and rugs. He checks to make sure that the hatch opening up to the lookout tower is securely locked from within, and with nothing but his long brown robes and a satchel full of herbs and roots he sets upon his yearly journey out into the world. Were it not for the Snow Lions who agree to guard the door and grounds of Rhosgobel during the months when Radagast is wandering, he would never leave at all. But the big cats keep the queer place well-protected, and Radagast can answer the wanderlust within him without worry of danger to his home.



RADAGAST

Lvl: *40 (60).* ***Race:*** *Maia (Istar).* ***Profession:*** *Animist.* ***Home:*** *Originally Valinor; now in western Mirkwood in Rhovanion.* ***Aka:*** *The Brown;' The Joyful Guest (Radagast = Rhovanion Northman); Bird Lover; Aiwendil (Quenya); Bird Tamer, the Fool, or the Simple (by Saruman).*

RM Stats: *St-100; Qu-100; Em-102; In-104; Pr-101; Ag-100;' Co-103; Me-97; Re-96; SD-80.* ***MERP Stats:*** *St-100; Ag-100; Co-103; Ig-96: It-104; Pr-101.* ***Appearance:*** *101.*

The last to be chosen for the journey to Endor, Radagast the Brown is the weakest of the five Istari. Yavanna chose him as a guardian of the Olvar (plants), counting on the Brown Wizard to look after interests which might escape the attention of the other Istari.

Unfortunately, Radagast became so committed to this trust that he became too concerned with the Olvar. His thirst for plant and animal lore drives him further and further away from his intended path. Enamored of the wilds of Middle-earth, he has lost sight of his quest. He simply resides at his home at Rhosgobel, tending to flowers, looking after the trees and beasts of the Anduin Valley and the neighboring forest, and keeping birds. Radagast looks to birds as his favored companions.

Saruman reluctantly took Radagast as his companion upon Yavanna's request. This boded poorly, from the outset, the chief Istar never respected his compatriot. The White Wizard was the first Istar to set foot in Endor and, althought Radagast soon joined him, Saruman has never mentioned the Brown Wizard's landing. As Saruman himself has fallen from grace and abandoned his embassy, he has begun to use Radagast as a dupe. Radagast plays the part well.

Although apparently unconcerned with politics and the ways of speaking folk, Radagast remanins faithful to his heritage. His failure is not rooted in pride or a thirst for power; rather, well-meaning passions born out of his adopted form spur him to seek Endor's "lesser creatures." As his love for the Olvar and less Kelvar grows, the Brown Wizard retreats from the drama and complexities unfolding around him, spending more and more time tied to Rhosgobel. He appears increasingly naïve. Radagast nonetheless serves a purpose. His stewardship in western Mirkwood helps stay the spread of Evil out of Dol Guldur.

Radagast has fine, brown hair and stood 6'5", but he walks with a curious gait and often slouches. His joviality, apparent simplicity, and unhurried homebound ways bely his true strength. As a Wizard, he is a master of shapes and hues, and knows much about manipulating plants and beasts. Radagast can be a formidable foe, whatever his relative shortcomings.

RADAGAST'S PRINCIPAL ITEMS:

Robes of Aman — Brown outside and inside. Fashioned in Valinor, they provide him protection as AT RL/12 (-30) but do not encumber his movements. Brown hood acts as helm.

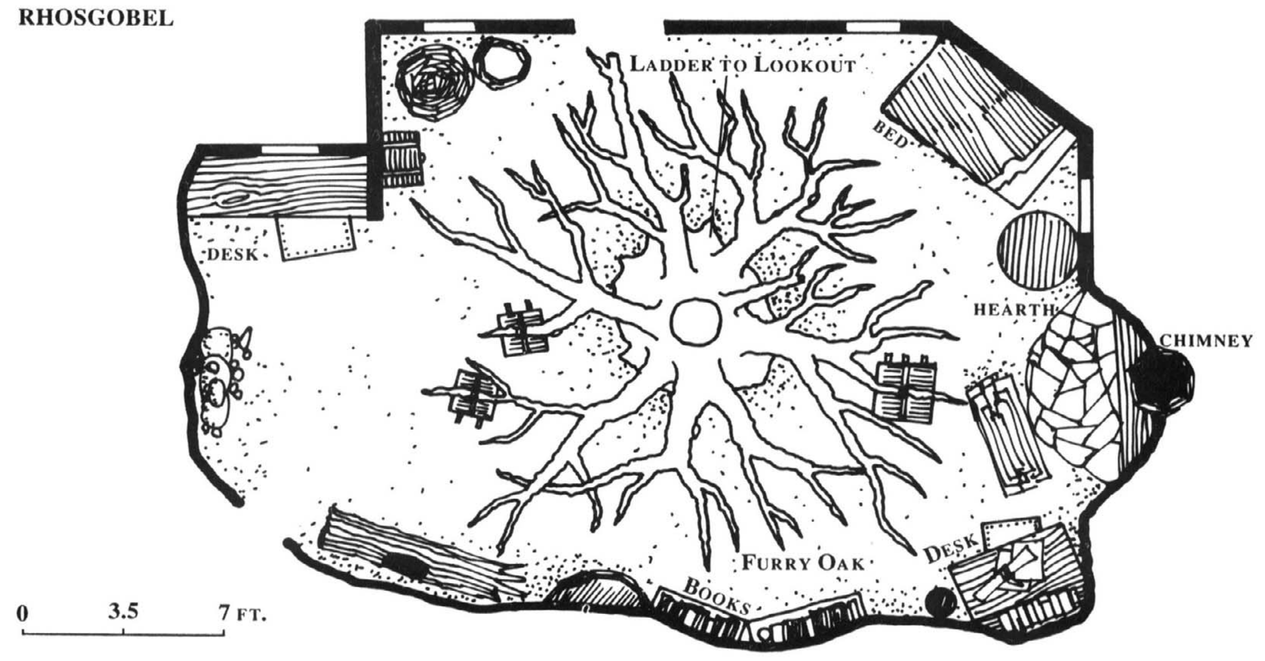
Staff — 6'5" hickory staff is a x8 PP multiplier. +20 to wielder's DB, RRs, and all spell rolls.

Wood-sword — (S. "Erivagil") +30 Holy Sword made of enchanted, silvery wood. It is hard as steel. "Slays" Orcs and Men, but cannot be used against living plants of non-speaking animals (e.g., it will harm a Troll but it will not hurt a Cat).

RADAGAST'S SPECIAL POWERS:

Bird-speech — Radagast can understand or communicate with any bird, and he can ascertain the bird's deepest feelings and mental images as if the bird were an extension of himself. In other words, the visions Radagast sees through the bird's mind are not limited by the bird's mental shortcomings; rather, they are dependent on the Brown Wizard's mind.

Spells — 240 PP. Base spell OB is +40; directed spell OB is +60. Radagast nows all Ranger and Animist spell lists and all Open Channeling lists (***MERP***), and all Closed Channeling and Cleric lists (***RM***).



17.0 DOL GULDUR

No visitor to Southern Rhovanion can escape the disturbing shroud of Dol Guldur. It dominates the landscape, almost as if an evil eye were gazing out from deep within. But very few have hazarded a visit anywhere near the accursed peak, so only the Wise have an inkling of why the Naked Hill exerts such a force of evil. Many speak of the Necromancer of Dol Guldur, but no one really knows who or what they mean by that epithet. Only those who would risk life, limb, heart, and spirit to plumb the depths of Dol Guldur would be able to tell the story.

17.1 HISTORY OF AMON LANC

Long ago, before tales were inscribed by Men, great bursts of volcanic fire spat out from the depths of the world, leaving behind an open cinder-cone with intricate pits and chambers tunneling deep within the earth. Although much volcanic ash replenishes the soil it falls on, inducing fertility in the aftermath of destruction, no such benefit came from the belly of the Naked Hill, or "Amon Lanc" as it was called in the Elven tongue. Whether the mountain was cursed from the start of all time or whether even then, long ago, evil spirits chose it for their home, nothing ever grew on or near the craggy peak that remained. It stood for centuries, silent, unchanging, yet lifeless, even while the birds sang songs and the flowers bloomed in Greenwood the Great.

The Dwarf-mines

During the Second Age, Amon Lanc stood near the edge of the Woodland Realm ruled by King Oropher. The Elves shunned the height, however, so Dwarves mined the cruel mountain's depths. They carved a winding stone stairway which began up the mountain's northern face and they excavated grand cavernways down into its depths. Most noteworthy of all their discoveries in the depths of Amon Lanc were large deposits of "Blood-red Glass" or "Red Laen," a seemingly enchanted variant of the volcanic rock thought until that time to occur only in a jet-black hue. There were never great numbers of Dwarven miners in the mountain at any one time, for the wealth of their home at Khazâd-dûm was such that, it kept Durin's Folk quite busy. Nonetheless, the red variety has almost disappeared from the mountain bowels, although plenty of Black Laen still lines the caverns beneath Dol Guldur.

NOTE: *Laen is a substance similar to glass in appearance, but many times harder—such that it is virtually unbreakable.*

Mineral Wealth

Red Laen can be polished and faceted. It is much harder, much more resilient, than the more commonly known obsidian. It shines like a ruby, only with a much deeper red. More importantly, Red Laen is durable and can be sharpened and utilized for engraving and the making of weapons. Arrows, hatchets, and axes — tools needing a small, sharp edge — maintain their potency twice as long if the blade is made of Red Laen. The stone is hard enough to cut into rock and has been used over the centuries to inscribe many tombstones and gateways with beautiful Khuzdul symbols. Due to its inherent properties and relative scarcity, however, one now rarely finds relics hewn from this precious gift.

The Dwarves of Amon Lanc found other worthy ores and precious stones, and for the five centuries during which they delved into the Naked Hill's depths, a spirit of prosperity and productivity emanated from within. Dwarves were still working in the mines and living near the Naked Hill in the last years of the Second Age, but since those times none of "Aulë's Children" have been seen nearby. Some say that the Necromancer has enslaved them. Some say that they all migrated northward with their kind. All seem to agree that the last of the "Naugrim" left before the Shadow appeared at the end of the first millenium of the Third Age.

The Coming of the Necromancer

It was then that the skies turned greyer than ever before. Eerie mists began to obscure the heights. The birds seemed never to fly over the mountain. Those few yellow roses that used to bloom at the mountain's foot lost spirit and died. All the air around the mountain seemed to take on a cold, wet chill, as if one couldn't leave the shadows even when one was in full sunshine. Even the bright aura of Lórien began to recede.

Sauron had entered the mountain.

He did so stealthily, silently, secretly. Not even the wisest of Seers can say exactly when, but the year T.A. 1050 marks the clear awakening of the "Necromancer." He came as one still-gathering Evil, with an unclear form and an ever-deepening Shadows. Slowly, he continued to regain his strength and assemble his servants. Many minions came to join the Ringwraiths that had prepared the mountain for the coming of the Lord of the Rings. No one seemed to notice the difference for a time; then slowly, as he began to find his loathsome shape, and renewed terror spilled forth. Sauron once again struck out — this time slowly, subtly, carefully, but no less cruelly. His constantly increasing influence set the world around him changing, and it seemed as if it would never be the same again.

No one is sure whether the Dark Lord wished it so, but soon everyone was calling the mountain "Dol Guldur": the hill of sorcery. Certainly it was he who started the rumor that some black enchanter, a magic necromancer, had taken up residence inside the peak. He hid himself beneath the guise of one Evil, but one lesser in stature, and so they accepted the ruse. He never betrayed himself, nor did any of his servants. To this day Sauron lives in those depths, completely undiscovered, awaiting his conquest of the Middle Continent.

The harsh influence that reaches across the land is grounded deep within the mountain that serves as the home of the Abhorrent One. To describe the intricacies of Dol Guldur is to describe the inner workings of Darkness itself. For Sauron, taking up where the mining Dwarves and lava left off, created of those dark and dingy caverns an underground citadel dedicated to the everlasting resurgence of Evil.

17.2 TUNNELS AND ENTRYWAYS

The stone road and stair that the Dwarves built long ago as a means of reaching Amon Lanc's caldera rim is now called the "Men Uruk" (S. "Orc Way"). It runs around the peak from the northern side and, although the Dwarves originally conceived of it as a sally port and a means to move ore from the mountain's upper reaches, it still provides the best access into the depths of Dol Guldur. Sauron's minions usually treat it as the sole entryway. Orcs have been known to scale the heights on the mountain south face, but the rocks often come loose and little remains for a climber to cling to, making the pathless journey up the mountainside hazardous to the extreme. Furthermore, this route ascends to top of the central core shaft's interior stair, from which all the primary side tunnels diverge.

The stairway leads up and over the jagged edge of the cinder cone, and quickly down into darkness and gloom. Dark and narrow walkways, rarely equipped with railings — their steps irregular in height — wind around the inner edge of a giant vortical chasm, occasionally connecting to a door or darkened tunnel leading outward into some auxiliary chasm beyond, where dungeons and store rooms and Orc quarters have been carved out over time. Seven times round the cone the central passageway winds, until it leads down to the Great Hall of Darkness where stands the Doom Throne (S. "Cadair Amarth").

17.3 DUNGEONS AND STORES

No one has ever been able to map all the intricacies of the cavernous mountain dwelling of Dol Guldur. Many of the chasms now used for dungeons and storerooms were originally natural pockets within the cone (e.g., lava tubes and channels), first dug out by mining Dwarves, then fitted out for evil purposes by the Orcs and then furnished: with shelves or cabinets, with cold, hard beds, with torches and torch-holds, with instruments of torture, with strong iron-supported doors kept under lock. Dozens of such ghoulish apartments — if one can call them that — open out onto the winding central passage.

In some cases, one leaves the main shaft only to encounter another set of eerie stairs. In other cases, a doorway off the winding stairway leads directly into a chamber. One such chamber, coming off the passageway about halfway down into the cone (see Level Four), projects at great length perpendicular to the winding staircase. When one enters it, it looks just like a darkened cave; but Orcs and Sauron know that doorway as the watch-house. Beyond the darkness, a hundred yards down the passageway, a window juts out mid-way up the side of Dol Guldur, a window that looks out toward the southwest, beyond the edge of the forest and out toward Gondor across the Anduin. From this watch-house window he often stares, One Eye, longing for the Ruling Ring lost centuries before. Little does the Dark Lord know that by gazing outward toward the ocean to the south he is actually turning away from his precious lost treasure.



17.31 THE WEAPON STORES

Twice around the inner circle of passageways winding through Dol Guldur (see Level Two), and one encounters the bolt-locked door to Sauron's upper armory. Orcs, chief among them *Grashûkh*, their leader and the chief Uruk commander-at-arms in Dol Guldur, guard the doors both inside and out. Only a few besides Khamûl, the one Nazgûl of Dol Guldur ultimately responsible for its care defense, carry keys to this storehouse of arms. Not only do the Nazgûl keep their own wicked weaponry housed here — they also bring to this dark cave all the weapons seized by marauding Orcs from Men, Dwarves, Elves, Hobbits, and any other race they encounter in war, making the Weapons Storeroom of Dol Guldur a veritable museum of Middle-earth weaponry.

The armory is a 30-foot long, 15-foot high windowless room. Orcs do not excel in organization, so the weapons of every race have been jumbled together in piles strewn here and there. In among the stacks you may find razor-sharp daggers made by hard-working Dwarves, their hilts encrusted with precious jewels. Many of these were stored in this very room centuries before Sauron and the Nazgûl occupied Dol Guldur. Alongside them lie Elven wares: longbows and yard-spanning, double-edged swords, narrow and graceful, made to be used by creatures of tall proportions. Here and there the axes and hatchets of Woodmen are strewn — tools preserved for productive use among their original owners, but put to foul purposes by the Orcs who assailed them. Finely worked bows of sailors from the South reside in these piles as well, suggesting how far the Dark Lord's Shadow reaches. The battles that have resulted in the accumulation of weaponry here in the heart of Dol Guldur have been numerous and widespread; yet the clues to the true nature of the Necromancer somehow remain evasive.

17.32 THE PROVISIONS STOREROOM

Three descending spirals more around the inner core (Level Five), and another door — this one not bolted so securely — opens into a low-ceilinged storeroom in which the Orcs have stockpiled daily provisions of every kind: food, cloth and clothing, leather, rope. Even those provisions Orcs never need, like vegetables and cheeses, have found their way into this storeroom, because an Orc steals anything that isn't his. Of course Orcs care nothing about the ways of storing foodstuffs or fabrics that might be damaged over time, so the foul smell of rotten food and mildew permeates this room, making it difficult to sort through it. Orcs tend not to notice the bad smell, and they often come just to finger their loot, even though they do not know what good it could do them.

17.33 THE TREASURE CAVE

There is a hidden doorway opening into the mountain's Treasure Cave on Level Five of Dol Guldur, the same level as the Provisions Stores.

Originally the central jewel-site from which Dwarves mined their most precious gems, this cavern has over the last five centuries become the repository of a vast quantity of remarkable treasure, from obscure baubles to enticing jewelry. Any little Rhovanion child who thinks she lost a necklace playing tag out on the grass, any Hobbit who can't quite remember where he put his shiny cufflinks — anyone throughout the Northwest of Middle-earth, or at least in its inhabited parts this side of Wilderland — who has ever lost anything beautiful and dear to them, would do well to come looking for it deep in Dol Guldur. Most of the glittering prizes taken from the countless carcasses searched, dismembered, and or eaten by Sauron's Orcs during the last centuries somehow find their way to this place. The booty that remained after thousands of bloodletting skirmishes is stored here. Within this hall, lies a menagerie of caches found in the hands of hundreds of unfortunate thieves and once-lucky finders of wealth. Even during quiet lulls, this trove is augmented, for the Dark Lord has many servants who have a way of sneaking about in the dark of the night and finding any precious little thing that anyone has lost. They all bring them back to add to the collection in Dol Guldur. What is not taken by the sword is acquired by stealth.

The Hidden Entry

The doorway to the Treasure Cave of Dol Guldur is cleverly disguised and sheer folly (-55) to perceive. Unlike the original Dwarven door to the mines, this constricting entry was built by resident Orcs trying to keep others away from their loot. The aperture looks like a little hole in the wall, no bigger than two feet across. Because the narrow passageway opens onto bends immediately to the right, no light travels out the hole. For a newcomer, no promise of treasure shines out from within. To enter the Treasure Cave, one must crawl on one's belly and be ready to arc around like a snake for a good twenty yards of twisting tunnelway no bigger than the entry hole. The labyrinthine pathway leads to a large, vaulted cavern, once the central workplace of Dwarves as they mined the mountain. An occasional gem still peeks out from the cavern walls, but most of the naturally occurring riches have been pilfered by the inhabiting Orcs. Their treasures lie tossed about, although an occasional chest sits in the shadows, holding more goods.

THE GREAT SPIDER

Few Orcs find their way into this storeroom anymore; instead they stash their stolen loot indiscriminately in dark corners of vaults and rooms not currently put to use. They take care to avoid the Treasure Cave these days because it has been adopted as a home by the monster spider, Enna San Sarab, a descendant of Ungoliant and an offspring Shelob of Mordor. She cannot be seen clearly from within the vaulted treasure caves, but her lair opens into the vaults off to the left of the Cave's entryway. She entered the Cave soon after Sauron overtook Dol Guldur, over five hundred years ago. At that time she was only as big around as a human hand, so she could easily slip into the caverns with nobody looking. But since that time she has not moved a single one of her eight legs, except perhaps to tantalize a spider mate (always smaller than she is), or to strike at an Orc approaching too close to her lair. Now her diet consists primarily of prisoners no longer considered useful as informants or entertainment. She weaves a web of silvery threads which often drift into the Treasure Cave. Once every 39 days she hatches another sac of offspring — spiderlings, as they are called — who scurry as fast as they can up through the cavern and out into the light. But Enna San Sarab never moves from the darkness. The Orcs find her terrifying, because they believe that she represents some awful power of Evil. In fact, Enna San Sarab does not move because she is slowly dying of a broken heart, continually deserted as she is by consorts and children. Careful, kind words, of which Orcs are wholly ignorant, work best to assuage the giant spider.

THE RED DOOR

At the far end of this deep, dark room, one can spy a bright red door, shaped like a square three feet on every side, decorated with indecipherable ancient writing, with a shiny gold knob in the middle. One's first reaction is to reach up and turn the knob, just as one turns any other door knob. But this magical door knob won't open with such a twist. One must instead use a key in the left of two locks, or know to put one's hand lightly upon the golden knob, close one's eyes, and meditate upon the source of all the earth's riches. (The nature of this mechanism is absurd [-70] to unravel.) With either impulse, the red door opens, revealing the glittering depths of Dwarven jewel mines within. Since the Orc guards have no key and cannot summon their mental powers firmly enough to meditate, they have never opened the bright red door and do not know where it leads. Khamûl the Easterling once meditated it open, but he never told any of his fellows of the treasures to be found there. So, the Úlair quietly tends the bright red door, visiting it daily, but never opening it for fear someone else will find his way inside. He misguidedly believes that he alone holds a key; the Evil One simply allows his lieutenant this ignorant impression.

17.34 THE BEFOULED PIT

The Treasure Cave sits five rings down around the inner cavern of Dol Guldur. Circle around the chasm one more time (Level Six), and you'll hear the moaning, clanking, churning, and groaning of monsters and Men trapped in the Befouled Pit of Dol Guldur. This place, quite literally a hell-hole (S. "Novûdun"), not only serves as a prison for those suffering souls brought into Dol Guldur by Orcs or the Ringwraiths. It also is the dwelling place of Caran-carach (S. "Red-fangs"), the Great Warg of Dol Guldur.

Whereas you have to know where to go to find the Treasure Cave, once you reach the top of the Seventh Circle (just below Level Six) of Dol Guldur you must understand how to avoid the Pit. Otherwise, your journey inevitably leads into this horrifying hole. The pathway that has been circling down through the mountain cavern leads you straight onward into the depths far beneath the level of the ground outside, depths never plumbed by Dwarves or Men, depths tunnelled and tended by Orcs alone. Were you to notice the steel stair-landing as you pass beneath the Sixth Level, you would know how to avoid entering the horrid breeding pits and mazes of Dol Guldur's Underdepths. Instead of venturing further down the shaft, you can stand for a while on the metal platform and begin plunging down into Halls of the Doom Throne.

17.4 THE DOOM THRONE

Rarely does anyone, even an Orc, choose that pathway which descends from the Sixth Circle down through the trapdoor into the Seventh Level and the Halls of Doom. Here Sauron found his element; here the Abhorrent One makes his "temporary home." Here the Dark Lord's presence is most intense.

Sauron's senses are so different from those of Men or Elves or Dwarves or Hobbits, that one can only imagine what the experience of plunging into those depths might be for a thinking and feeling soul...for the Dark King revels in places marked by extremes which drive "lesser beings" into the painful throes of death. He can tolerate the intense heat of molten cauldrons of burning metal or the frigid unending, inexplicable cold that comes from source of all winds, where icy blasts rush through on their way to create Winter. He sees and feels and understands total Darkness, whereas those races who depend upon their eyes for vision will instead go mad without lighted objects on which to set their focus. A place of fire and ice and Darkness — this is how one's limited words and senses might try to describe the Chamber of the Throne of Doom. But these metaphoric musings can only begin to suggest the agony of the place.

And here, in these terror-drenched surroundings, stands the focus of Sauron, the Throne of Doom. If one were able to struggle through all the tortuous trials at every turn of the pathway down to this Chair of Darkness, one would discover this frightening, strangely beautiful image.

The only entry to the Chamber of the Throne of Doom is guarded by a pair of huge black wargs which are housed beside the doorway onto the upper balcony. The Chamber itself is a huge cavernous "eye-shaped" room 100' feet in length and 60' at its widest point. A balcony circles the upper walls, and guest chambers for the Nazgûl lie along the fringes of the main floor. Together, the whole is known as the Halls of Doom.

Beneath the fifty foot dome of the throne room sits the Evil Focus itself — an enormous Laen chair set on a low, fiery glass dais and supported by a nine foot tall pillar of black Eog. It is a masterful work of cruel artistry, inlaid and black and decorated with ghoulish characters. At the end of each of the Throne's armpieces sit glistening globes of power. Pageants of the past and future pass deep within the apparently clear, colorless orb that sits at Sauron's right hand. The orb at Sauron's left hand, jet black and freezing to the touch, is the orb by which he conjures the utmost Evil. With the blazing orb on his right he manipulates the images born of his passion: creating a deadly balance of what could have been and what could be; so, the plans for conquest are laid down. As the Shadow sits, dancing flames and pungent mists spew forth from the iris-shaped pit that is incised into the surrounding floor. The effect is one of an overwhelming strength, a power which is restrained by little more than a vile whim. Woe to the wanderer who finds his way into the deepest depths of Dol Guldur.

17.5 LAYOUT OF DOL GULDUR

NOTE: *All doors shown on the layouts, unless otherwise specified, can be assumed to be of two inch thick solid wood planks bound with iron straps. All such doors are four feet wide and eight feet high with a gothic (pointed) arch top; and closed by simple but strong iron lift-latch mechanisms openable from either side, and not equipped with a lock. Unless otherwise noted these doors open by swinging into any given room, thus the hinges are not accessible to those in the hallway. Lighting throughout the complex is provided by torches set in brackets on alternating walls every twenty feet down the corridors. In areas not often travelled, or of limited access, there are magical torches, identical to the other crude ones, but which burn indefinitely without being consumed. The lighting provided by these torches is rather dim, but ample for the Orcish inhabitants and their superiors. However, it is such that any humans attempting to pick locks or disarm traps without supplementary lighting will be at an additional -10 to the subtractions listed below. Elves, Hobbits, and Dwarves, with their superior nightvision, are unaffected.*

17.51 LEVEL ONE

1. **Hall of Many Deaths.** This hall is littered with traps, and traversed only by the foolish, the careful, or the ignorant. Note that although certain areas of this corridor are regularly used while others are never travelled, dust and cobwebs are carefully cultivated throughout, and there are multiple sets of Orcish footprints traversing the length of the hall both ways, giving the illusion that patrols often march over the entire passage.

2. **Pit trap.** There are two eight-foot sections to this trap: the first is fairly easily detected, and could probably be jumped over. However, one would land on the second section, which in turn triggers the first, opening the pit. The second then tilts, neatly dumping the jumper into the pit, which is 20 feet deep, and filled with acid at the bottom. Anyone landing within takes 5-50 hits and a "C" heat critical every round. All this happens very quickly of course, giving the poor victim(s) little time to react.

3. **Chill Trap.** At each end of this twenty foot long trap are one inch wide metal strips running around the edge of the hall (along the floor, walls and ceiling in a continuous band). Magic can be detected on them, but their function is indecipherable; they are chill to the touch. One person walking down the hall alone will not trigger the trap, as it is set off when two people pass one of the strips before any pass the other (the trap operates in both directions). When this occurs, each strip instantly creates a wall of ice within its perimeter, sealing all who are between the walls in. The walls could be melted by 100 heat hits or broken through in 50 man-rounds, but in the meantime the poor victims between the walls suffer a *Call Cold* spell, each receiving an "A" cold critical every round while trapped therein. The ice walls eventually disappear (after 60 rounds) and the trap is reset.

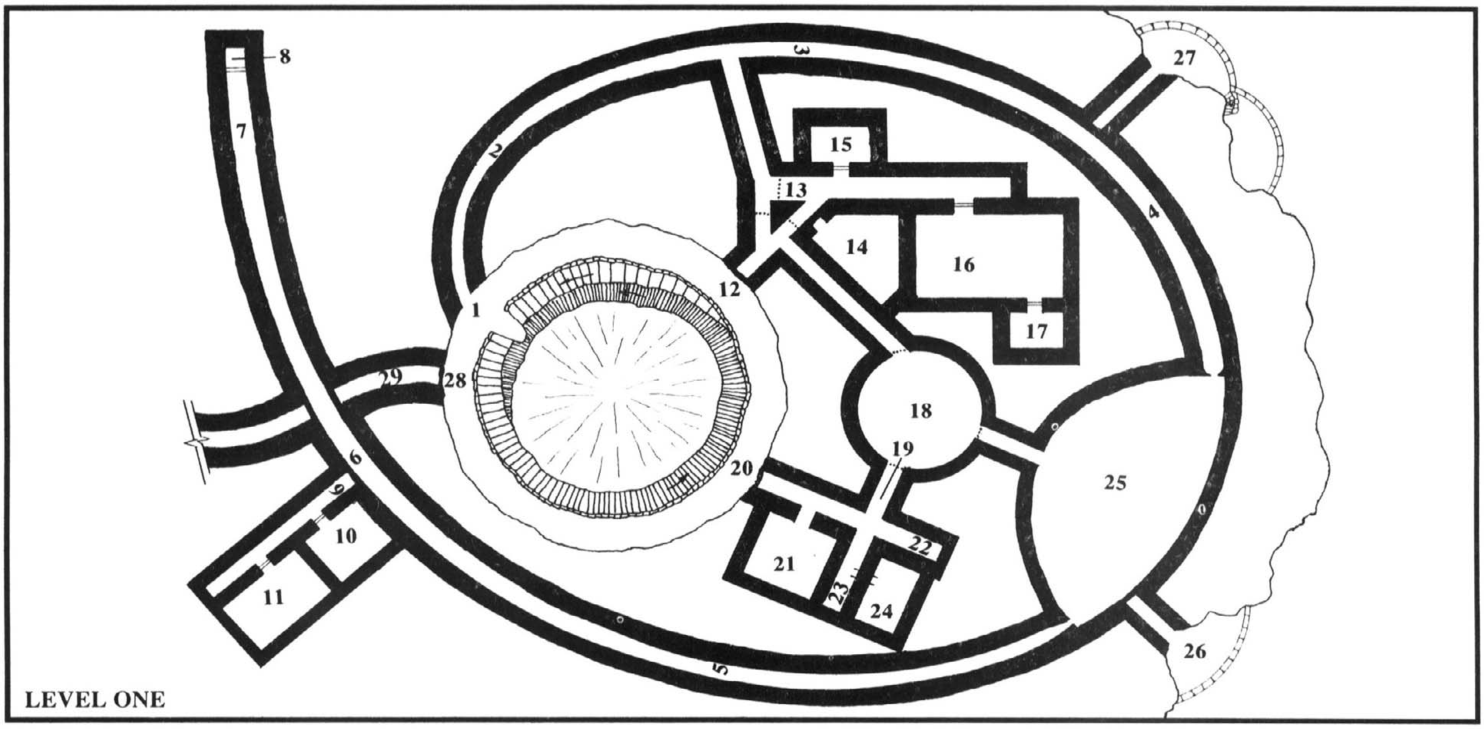
4. **Spike pit.** Conceptually similar to pit trap #2, but with a different twist. 45 feet long overall, it is in three fifteen foot sections, the first being extremely hard (-30) to detect. The second section is not unusual, and in fact can be stepped on without triggering the trap (although that is not obvious). The third section, if trod upon, triggers the trap: the middle section drops away, and the first section dumps all standing on it summarily into the pit, which is 40 feet deep, with vicious poisoned spikes jutting from the bottom. Roll 1-10 mounted lance strikes +80 against the luckless victims. Any criticals mean the target must roll to resist the poison each time. The poison is Asgurash, a 3rd level snake venom that causes complete paralysis of the upper body (01-50 failure = 01-10 days; 51-75 failure = 01-100 days; 76+ failure = permanent paralysis). After being triggered, the trap resets itself, sealing any survivors inside.

5. **Paper trap.** This is another trap similar to trap #2, but with other facets as well. Assuming the PCs have discovered and disarmed the trap, and are marching across it, thinking themselves quite wily and clever, they may discover to their dismay (unless they are truly wily and clever) that there was a secondary trap, which is that the next fifteen feet of corridor floor beyond the second section of trap is made of carefully painted paper, resembling very closely the stone of the floor. The paper conceals a pit trap which is actually a chute, routing the luckless victim out a hole in the side of the central shaft of the cone and sending him plummeting to (almost) certain demise nearly 3,000 feet below. This section is extremely hard (-30) to detect. However, there are artfully carved hand and footholds on the left wall. Only the *most* wily and clever will discover the Absurd (-70) to detect trap eight feet out on the hand and footholds: three in succession are trapped, which not only flip the wall to horizontal, summarily dumping all creeping across through the paper floor and down the chute, but also triggers the original pit and tilt trap just 30 feet back, no doubt catching a few more cautious adventurers.

6. **Blade trap.** Actually two traps, one five feet beyond the other (assuming one is proceeding clockwise around the corridor). Each is triggered by a tiny, almost invisible wire, and consists of a deadly sharp thin blade which swings out from a slot in the wall. The first is at neck level (Dwarves and Hobbits are safe), the second is at calf/ankle level. The first delivers a +100 two-hand sword attack (with a +30 modifier to the critical). What this means is that any critical delivered by the sword attack is a minimum of 31, and if the roll is 71+, the adjusted strike is a 100. The second trap merely delivers a +100 two-hand sword strike (with no special critical modifiers).

7. **Trap of webs.** The last thirty feet of corridor are laced with a fine net of webs, woven by Enna San Sarab. They are strong enough to remain taught normally, but can be easily broken, thus triggering the trap. So fine are they that they are very hard (-20) to detect. It is impossible to reach the end of the corridor without triggering most of them. Each strand which is broken causes a spray of tiny darts to fire out of the surrounding walls, striking the area of the broken strand and ten feet behind. Roll one to ten +60 dagger attacks on each target within this area (the darts are small but of steel and very powerful). Each dart is also tipped with the substance Nurfraw, a corruption of the rare healing herb Fraw (which reduces clotting). Nurfraw is an artificial poison created by Celedhring which in effect turns the victim into a hemophiliac until cured (or dead). Anyone receiving criticals from the darts must resist the (10th lvl) poison or suffer the effect: all bleeding is doubled, clotting will not occur naturally, and it requires double normal herbs/spells to stop any bleeding. Naturally, any bleeding criticals received from the darts are applicable. If possible, it is advisable for the GM to not allow the player to necessarily know that he has been poisoned right away, as the effects are not immediately obvious.

8. **Door trap.** There is a door at the end of the hall identical to the other doors except that the latch is cunningly trapped with a poisoned needle, tipped with (2nd lvl) Bragolith. The unfortunate victim failing to resist reverts to a small pile of ash, taking with him all of the non-magical items on his/her body, and in the process creating a small fireball 5 feet in radius (yielding x3 concussion damage). Beyond the door is a 10 x 10 foot cubicle with a floor trap, which, if more than 200+ lbs of pressure is exerted upon it at



once, drops a solid deadfall neatly filling the entire cubicle. All more than five feet from the door suffer 1-10 Crush criticals (01-20=E; 21-40=D; 41-60=C; 61-80=B; 81-00=A). Those within five feet of the door can make a extremely hard (-30) tumbling maneuver in order to reduce or avoid the impact. For each 10% of movement they are allowed per the table they take one less critical, as they try to leap or roll out of the way of the deadfall. The cubicle has no other exit.

9. Secret door.

10. Water Room. Against the far wall are stacked chests and boxes, jammed shut, with tantalizing bits of jewelry hanging out; gold and silver pieces are scattered about. The chests are all empty, however. The far half of the floor this room is the trigger for the trap: once 50+ lbs of weight is exerted on this section, a steel panel weighing 500 lbs drops on a hidden track to seal the doorway, and previously concealed chutes open, filling the room with water. The potentially unpleasant (at least for the occupants) filling process takes but one minute (six rounds). The room remains filled to the very top with water for one hour (no one can hold their breath that long), then drains. The steel panel can be made to rise back up using a control lever behind a secret panel at the end of the hall.

11. Chamber of Subtle Demise. This room has within it a genuine treasure, but every item carries death with it. There is a +20 mithril sword on a table, but on its leather hilt waits Britha-gurth, a brutal (3rd lvl) poison striking whomever grips it. Any victims who fails his RR suffers total, incapacitating hardening of all tendons in the body, which takes place over the span of six hours. There is a chest, filled with 350 gp, but every piece is coated with a film containing Gurth-nu-fuin: that deadly (1st lvl) virus which brings slow, painful death. The coins are permanently coated, and the virus survives almost indefinitely, so anyone handling the coins, or coming into contact with someone who has handled the coins, must resist. There is a diminishing potency, however, so the virus does not really have the potential for starting a new epidemic. Many people have developed a resistance to this strain, as it has been through before: one of the several which made up the Plague. Another box holds 1000 gp worth of fine jewelry, but every piece has an artfully hidden barb which, if the item is picked up or worn without being first carefully examined, could inject the target with Nimnaur, a poison which, over the span of 6 days, reduces all of his/her/its/their bones, muscles and internal organs to a useless (but delicious to spiders) blob of jelly.

12. Secret door.

13. Portcullis controls. Three levers set in the wall of this triangular pillar control the three portculli indicated, which can be dropped to seal off the passages. The levers (and so the portculli) can be locked in either the up or down position by means of a mechanism operated by a key (all the Orc guard captains as well as the elite residents have keys). They can be locked in either position, but all are locked or unlocked simultaneously. The barriers are normally in the up position.

14. Secret room. It should be noted that the floor of this room is unusually damp, almost covered with a film of water, although it is not lying in puddles. The PCs may or may not notice this, at the GM's discretion. In the center of the room is a chest, three feet long, one foot each high and wide, resting on a fine wooden pedestal. Fashioned of the dark, almost indestructible (as well as priceless) dyr-wood, the chest has fittings of mithril. It is locked, sheer folly (-50) to pick — only Khamûl has the key — and is in addition doubly trapped. Both traps must be disarmed first, and they are sheer folly (-50) in complexity. Setting off the trap causes ten lightning bolts to arc down from almost invisible metal studs in the ceiling to their counterparts on the floor along the easiest route, which in this case, is anyone standing on the moist floor, who will act as excellent conductors. Up to ten random members of the group (including the lock-picker) receive point-blank Lightning bolt strikes. No quickness bonuses are applicable. Strikes are 5x damage (due in part to the excellent conductivity of the targets). If there are less than ten people, random lucky targets take two or more bolts, until all bolts are assigned. The second trap, if not disarmed, causes, of all things, the chest to pop open (this is not apparent from examining the trap). On the inside of the lid, in full view of the picker, is a *Sign of Paralysis*. He must resist versus a 20th level Essence attack or be paralyzed for one hour per 10% failure. Within this awesomely well defended chest are three items:

— *Red Laen Sword.* This short sword is made of Red Laen (Laen being a substance similar to glass in appearance, but many times harder such that it is virtually unbreakable. It can be tinted during the forging process, but remains transparent). It is +25, with hilts of gold. It is also cursed, although that is not obvious unless a *Detect Curse* spell is used. The curse is a modified one of *Friendslayer,* which strikes all persons skilled in the use of the short sword who pick it up. He must resist vs. a 25th level Channeling attack or, in the first combat situation, will attempt to murder the nearest, vulnerable "friend" (for the purpose of the spell, it could mean anyone in the target's group, unless circumstances suggest otherwise, at the GM's discretion). Even those who give the sword up must resist or suffer the curse; the sword need not be used in the murder attempt. (One can imagine the potential havoc should this sword be passed around a group of fighters.)

— *Red Gem.* The second item, wrapped in a beautiful black velvet cloth, is a large red gem, cut and faceted, but not in a set. The gem is unusually cold, but it will quickly warm up in a person's hand, also arming the trap held within this cruel treasure. After being held for but one round, a tiny flame will spring to life in the center of the gem. This alone is enough. As the seconds tick by, the gem will grow brighter until it is giving off a rosy glow. After six rounds, the gem explodes, delivering a point-blank fireball (x4 hits) to whomever is holding or carrying the dreaded parcel. All others within 20 feet suffer a fireball attack (at x2 hits).

— *Wood Box.* The third item, in a small box of Dyr-wood, is a ring: a band of gold with a sapphire set. It, too (of course) is cursed: the first person who slips it on (and it will magically fit any humanoid, male or female) must resist versus a 20th level Channeling or 'suffer' the curse of the "Beauty of Arraers": target's appearance is raised to the maximum possible (and then some). If anyone sees the uncovered face of the target or gets within 3' (and is of the opposite sexual persuasion and fails a RR), they will attempt to possess and carry off the target (they will fight if necessary). The wearer, failing to resist, will also desire to not remove the ring, and any who fail to resist his/her charms will also not want them to remove the ring.

15. Guardroom. This post is supplemental to the lookouts (#26 and 27). All guards stationed on this level are briefed on the locations of of the traps and how to avoid them (for instance, they know to walk one at a time through the metal strips on trap #3). Four Orcs are on duty, changing in six-hour shifts.

16. Chamber of Bats. This room is unlit and unoccupied except for the several hundred bats roosting in the uneven ceiling. There are several narrow, winding fissures through which these winged beasts gain entry and egress, but there are well over a hundred in residence at all times, many of which (one in ten) are Khamûl's messenger bats, used to deliver messages to various servants of the Dark Lord. They can recognize unfamiliar intruders and will attack them in masse when the targets have reached the middle of the room.

17. Room of Sanctuary. The door to this room stands ajar, and those fleeing the bats may find refuge from them here. At the opposite end of the room is another identical door, closed. This room is also, of course, a trap: set off by opening the far door. Due to the nature of the triggering mechanism (a wire attached to the door leading into the wall beyond, as the door leads only to a solid stone wall), it is absurd (-70) to detect. Once triggered, the trap slams the door through which the doomed 'guests' of the Necromancer entered. The closing mechanism on this door is only very vard (-40 including -20 for darkness) to detect, but if the PCs are bolting in here to avoid the bats, there is an additional (-30) to notice anything fishy. At any rate, this door slams, and steel bolts shoot into place to firmly lock it so that it would have to be broken down (treat as RL/AT 12, requiring 200 hits to smash, an only two people can be at it at once.) Next, the two side walls begin to grind slowly toward each other, at the rate of one foot per round each, meeting in the center of this thirty foot wide room after 15 rounds (two and a half minutes), causing all between them to grow quite thin. The doors are nearly flush with their adjacent walls, so there is no safety there. In fact, there is not much hope, since all within the room take one to five "E" severity Crush criticals, unless they can become very thin (the walls actually stop six inches apart). After one minute the walls slowly return to their original positions, and the door unlocks.

18. Combat room. Note the portculli at each entrance to this room. Each is controlled by a lever just beyond it in the access halls (reachable from either side of the specific portcullis), but all can be operated by override levers at location #19. The barriers are normally in the up (open) position.

19. Portcullis controls. These are identical in operation to those found at #13, using the same key.

20. Secret door.

21. Guardroom. Same as #15.

22. Stabbing trap. There is a door at the end of the hall, indistinguishable from all the other doors. It is, however, a fake which opens onto a stone wall. The floor ten feet in front of it is one of two triggers for the trap. The other is an almost invisible trip wire, extremely hard (-30) to detect five feet in front of the door. Either trigger will set off the trap, which itself extends from the door to fifteen feet out, and it consists of a mass of very long, sharp spikes which stab out from the walls (their blades previously concealed by bits of fake mortar). All caught in the spike area take 1-10 rapier strikes +100. They receive no Quickness or visual (*Blur, Shadow*, etc.) subtractions. After stabbing, the blades instantly retract, and any shifting of weight on the floor or altering the tension on the trip wire will cause them to strike out again.

23. Stabbing trap. Same as #22.

24. Chamber of Sanctuary True. A section of wall just before spike trap #23 starts is merely an illusion, although a perfect visual one which is permanent. The portal area is three feet high and wide, right at floor level (probably not touched in a casual search), and can be passed right through into the room. There are no traps in this room. It is comfortably furnished with chairs and two beds, kept neat and clean (far cleaner than the Orc garrison area). There is a small box holding 40 gp and a magic ring: a plain silver band adding +10 to AT defense. Note: if run correctly, this room can drive the PCs crazy, if the GM does a lot of rolling while they look for nonexistent traps. Orcs are forbidden to enter this room under any circumstances, although they are to alert their superior should they become aware of 'guests' in the room, so that Khamûl is eventually notified. What he does is another matter.

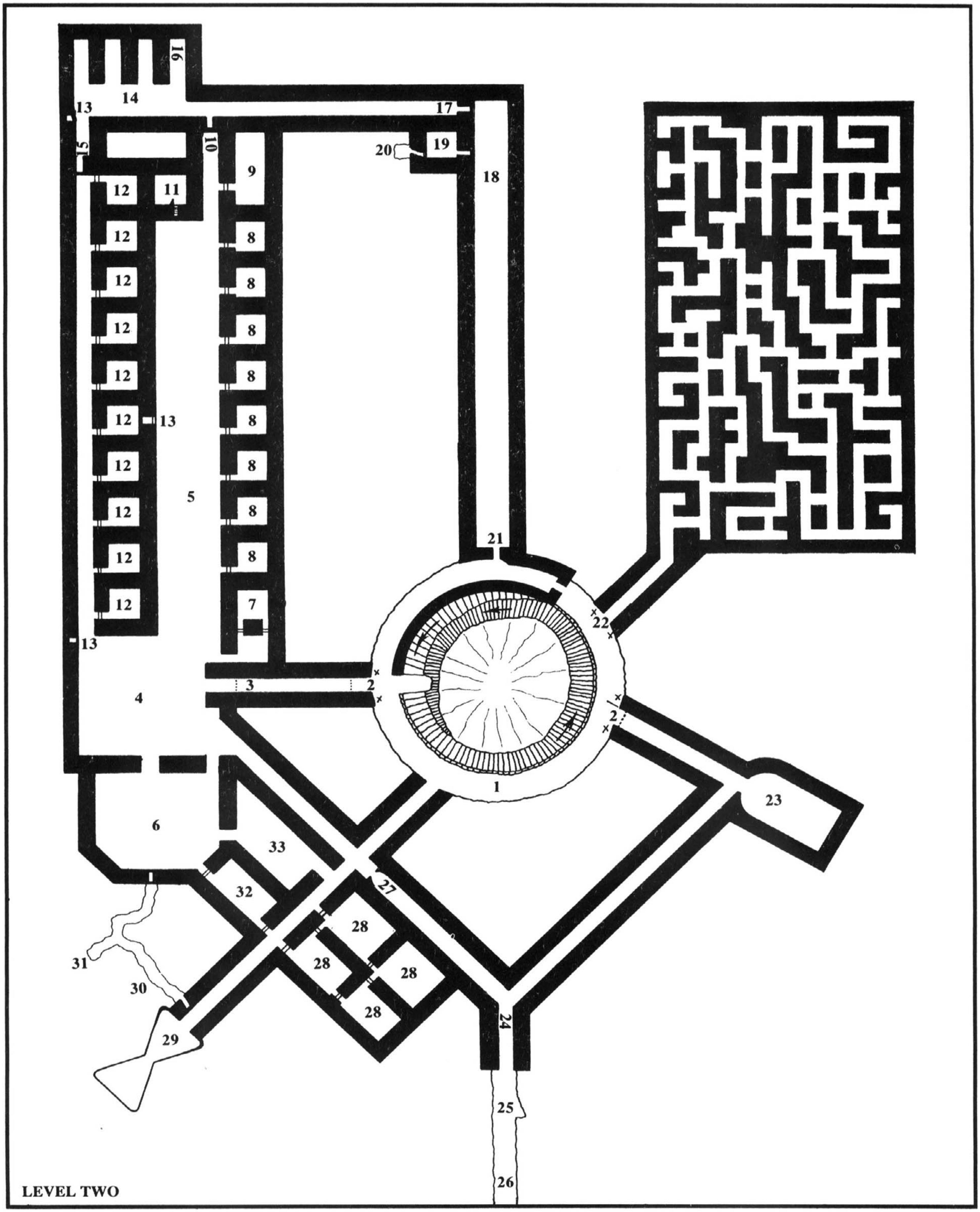
25. Combat room.

26. Lookout platform. Edged by a 3' high wall, this balcony is manned by two Orcs at all times, in four-hour shifts.

27. Lookout platform. See #26.

28. Secret door.

29. Passage. Splits, leading to two lookout platforms similar to the two depicted (#26 and 27).


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LEVEL TWO

17.52 LEVEL TWO

1. Landing. The spiraling stairway is interrupted by a tongue of rock which juts into the open shaft in the center of the mountain. Two Orc guards (their position marked by 'X's) flank the hall (2).

2. Portcullis. Normally up, it can be dropped via a lever next to the Orc near the shaft.

3. Portcullis. Same as (2), controlled by lever next to the Orc at this end of the hall.

4. Mess hall.

5. Orc staging area.

6. Kitchens.

7. Quarters of Grashûkh. He is captain of the Orc garrison of Dol Guldur.

8. Quarters for Orc garrison guards. Five per room; 40 in all.

9. Guard latrine.

10. Secret door. Leading to the inner treasure rooms, it is protected by a number of safeguards. Only Khamûl, Adûnaphel, Ûvatha, Gorovod, Froedhir, the Mouth, and Grashûkh have keys (Sauron needs no key) to this inner vault. Note that this door, 15, and 17 are identical. The door itself is a block of stone five feet thick and hung on a counterbalance; the outer surface is cleverly carved to resemble a number of set stone blocks, just like the rest of the wall. One of the stones to the left of the door pivots by pressing the top edge, revealing a metal plate pierced by a keyhole the keys to which are held by those mentioned above, and are all made of a silvery alloy, almost indestructible. Once inserted, the key must be turned clockwise 180°. To initially turn it counterclockwise, or to turn it farther than 180° will result in a shock — a point blank, +60 lightning bolt (yielding x6 hits) — for the unfortunate fool. After the first turn, the key must be turned counterclockwise one and a half full turns, and removed. Turning further or removing the key after only a half-turn back will also result in an electrifying experience fo the holder of the key. Once the key is removed, the door slides back from flush with the wall, and glides up into the top of the portal. Ten feet beyond the portal is another metal plate, identical to the first. Inserting and turning the key just as before will: a) close the door, and b) pop the secret panel shut. However, the key should not be removed. If it is, a gong sounds in room (7) and a trap is armed: a 10' by 10' section of floor five feet into the room beyond each of the three doors (no matter which of the doors was entered). A weight of 50+ lbs triggers it, opening a chute to room #20 in level three below. (All three traps connect to this chute). The floor closes and the trap is rearmed. It is disarmed automatically when a key is used to open a portal from the outside. When the key is left in, the door can be reopened by pushing the key straight in along its length (there is some resistance, like a spring). The key locks for a moment, spins 360° by itself, then pops out. The door opens.

11. Monitoring room. Entered by a secret door at the back of the platform, this room has peepholes through which guard activities can be monitored. This room connects via overhead passages to rooms #13.

12. Orc quarters. These house the more experienced guards, who are only quartered at four per room (forty total).

13. Secret panel. Opening onto a small nook, inside of which is a ladder to an overhead network of passages. Only Khamûl, his elite followers, and Grashûkh know of these secret ways, which connect all the rooms #12, as well as room #11.

14. Inner vault. The first three bays are filled with rich treasures: gold, silver, jewelry, magic items, weapons, etc.

15. Secret door. See #10 above.

16. Treasure bay. This bay is filled with a superb illusion of the richest treasure of all. However, from five feet into the bay back is a pit trap (section "A"), the treasure itself starting ten feet in. Thus, anyone walking beyond five feet tumbles headlong through the floor. Also, when the trap is triggered, the floor behind it (section "B") tilts suddenly, sliding anyone on it into the trap as well. The pit is 60' deep, with poisoned (Akaana) spikes at the bottom. Roll one to ten +100 mounted lance strikes against the luckless victims. Any criticals mean the target must roll to resist the poison each time. After being triggered, the trap resets itself, sealing any survivors inside.

17. Secret room. See #10.

18. General armory. Also filled with various baubles collected by raiding parties over the centuries.

19. Secret treasure room. Furnished with the greatest treasures in the Hoard of Dol Guldur: dozens of +20 or finer items wrought from Mithril, Laen, Eog, Adarcer, etc and bejeweled with precious metals, fabrics, woods, and gems. The total worth of the items stored here is beyond computation.

20. Chamber of Dark Essence. A tiny room hidden behind a cunning secret door, it is completely lined by natural urugon, a black, slag-like rock imbued with power of Dark Essence. Standing in this room for but a few minutes will completely restore an Evil Essence user's power points. (If this is done more than thrice a week, however, the power overload will render the user a mindless idiot). The material is only this powerful in it natural, unmined state; thus, the chamber cannot be removed or altered.

21. Armory door. Solid iron, it is locked, the keys held by Grashûkh and the four Uruk captains.

22. Passage. Leads to a confusing maze of rooms and corridors to confound and entrap any intruder.

23. Tomb of Dûran. In the center of the room is a 12 foot long sarcophagus, four feet high, with a lid of solid opaque ice, unmelting. There is writing on the wall opposite the entryway. All those entering the chamber must make a RR (with their Pr/SD bonus) versus a (3rd lvl) Channeling attack or be ensorcelled into reciting the spell which summons Dûran to life. (It only takes one, but if the reader(s) are rendered unconscious by their fellows before they finish reading the spell, which takes three rounds, it will not take effect) Dûran is a "Demon Beyond the Pale." (See garrison notes for his stats.) Among his powers are: the ability to regenerate 10 hits/rnd; also anyone within 10' of him (all those in melee) receives a point blank cold ball attack every round due to the chilling aura he exudes. Once the spell of awakening is complete, the ice lid explodes, the shards delivering an "A" impact critical to all in the room. He is standing, ready to strike down his disturbers (anyone in the room). He will fight until either he dies or he kills all of his foes in the chamber. When either occurs, he will fall back into his coffin, and the icy lid will reform.

24. Trap. A twenty foot long deadfall is triggered when 50 lbs or more weight is exerted anywhere in a ten foot span in the middle of the deadfall area. All under the middle ten feet suffer one to ten "E" Impact criticals. Those on the outer five feet at either end can make extremely hard (-30) tumbling or diving maneuvers in order to reduce or avoid the impact. For each ten percent they receive on the table they take one less critical, as they try to leap or roll out of the way of the deadfall. The weight blocks the passage and weighs twenty tons. The only method of lifting the deadfall again is at #25.

25. Guardpost. One Orc is stationed to monitor the passage. There is also a lever which, when pulled, engages the deadfall to a counterbalance and lifts it.

26. Passage. This tunnel leads to a secret entry to Dol Guldur in the side of the Nan Lanc (S. "Naked Vale").

27. Guardpost. Two Orcs are stationed here and can use the walls as full cover from behind which to fire at intruders. Also there is a lever on the north wall which when pulled closes double sliding steel doors just within the walls, should the attack be too much for the guards.

28. Elite Uruk quarters. Ten per room, including one of the four captains in each.

29. "Playroom." Otherwise useless prisoners are occasionally given by Khamûl to the Orcs for their entertainment. This room is filled with grisly apparatus of every type. Prisoners are often tortured to death, then eaten.

30. Secret passage. Rough hewn walls; dirt floor.

31. Dead end trap. The last ten feet of the hall's dirt floor conceals a floor trigger, which is extremely hard (-30). Here, dozens of razor sharp spikes stab out from the walls (their points previously concealed in the rough walls) along the entire corridor (#30). The dead-end section is safe. However, the spikes form a barrier impassable by normal humanoids, and the only way to retract them is to open one of the secret doors again. All caught in the spike area take 1-10 rapier strikes +100. They receive no Quickness or visual (*Blur*, *Shadow*, etc.) subtractions; if they receive a critical they are pinned in their position.

32. Kitchen staff quarters. Inhabited by ten Northman slaves.

33. Storeroom.

17.53 LEVEL THREE

1. Halls of Travel. Four semicircular halls with domed roofs, each with a throne on a round dais in the center. The four thrones face outward along the four primary axes of the compass. Within these chambers Khamûl or his lieutenants can sit on a throne, having chosen a direction, and seem to travel out across the land. The floor, walls and arching roof vanish, replaced with clear visions of the land below, the horizon all around, and the sky above. There are several limitations, however. The throne always "hovers" no less than one thousand feet above the ground, although it can be made to rise up to an altitude of nine miles. The Halls can only be utilized at night by the servants of Darkness without risk of being blinded by daylight; the user cannot see into enclosed areas such as buildings or graves or (given the altitude) under forest canopies. However, forests such as Mirkwood (after) can be made to appear as if they are stripped of leaves. Finally, the viewer can only "travel" to the borders of the lands dominated by the Shadow (depending on the time period, this could be far to the North into Angmar, South into Mordor, very far east, but little distance west. Certainly not into Lórien or Gondor.) Use of the chambers for more than a few minutes per day over an extended period has an 'aging' effect on the user. This, of course, is of no concern to the 'immortal' Khamûl.

2. Audience chamber. Here Khamûl issues orders to his adherents and minions. There is a huge black throne of red veined black marble on the dais, and on the left arm are three jewels set in a row. By touching the foremost jewel, Khamûl causes an alarm to sound in the guardrooms (#'s 9, 10, and 11). Touching the second rings a chime in the library summoning the scribes. Pressing the third button opens the secret door and spins the throne to face the back.

3. Room of Liquid Death. Behind the throne is a secret door leading to this room. The two far walls have on each of them a 20th level *Death* symbol. All failing to resist suffer the total liquefication of their skeletal structure over the next ten minutes (see room #5 for cure). The NW wall of the adjacent corridor glows an intermittent yellow-red, giving the illusion of a translucent glass wall with a raging fire behind it. The wall is even warm to the touch.

4. Khamûl's private quarters. The main light into this room is supplied by the flickering wall in the corridor. Furnished in a manner best described as 'dark grandeur', these chambers have deep red velvet drapes, carpet and wall hangings, and furniture finished in black lacquer with gold fittings. Khamûl's bed is huge and canopied, with curtains all around, though usually pulled back. The Nazgûl normally retires here during the first several hours of light each day (even the undead need to rest to restore their power points).

5. Safe. Behind a secret door is a small walk-in chamber within which Khamûl stores several items, among them a collection of scrolls containing runes of all of the Base Evil Spell lists. Also are four scrolls of *Skeletal Reconstruction*, which, if read upon a victim before he dies, will reverse the effects of the *Death* symbol in room #3. Note that anyone attempting to use the Base Evil scrolls will have a 10% chance of becoming evil and enslaved to Khamûl each time he reads a scroll.

6. Library/Scribe work area. Within are housed a number of texts and scrolls telling of the history of Dol Guldur, the domination and victories of Sauron, etc. There are also writing desks and materials for Khamûl's scribes to utilize in recording these histories, as well as writing messages to be sent to various servants and affiliates.

7. Quarters of the Scribes. Two Noldor Elves, a brother and sister, are the scribes of Khamûl. They are not evil, but kept in a continuous state of terror by their master and the Orcs, who are nonetheless forbidden to harm the Elves. Khamûl is amused by them and keeps them reasonably comfortable and safe. They have been forced to learn the Black Speech, and record all things in that language. The brother's name is Feawë (S. "Unwilling Spirit"), and the sister's is Wenirin (S. "Tearful maiden"), both names given to them by The Mouth of Sauron, who has had the most dealings with them (so great is their terror of Khamûl that they can only bear his presence for short periods.) They only loathe the Mouth, who kidnapped them when they were children, just prior to the War between the Elves and Sauron in Eriador: one of the Mouth's first great acts of evil in the service of the Dark Lord. Each Elf's ankles are shackled together on a length of chain so that, though they are able to walk, normal stride is impossible, and running unthinkable.

8. Quarters of the Mouth of Sauron. A plush room, in the style of high Númenórean splendor.

9. Orc Guardroom. Four on duty at all times.

10. Elite Orc Guardroom. Three elite Uruk-hai on duty at all times in each room.

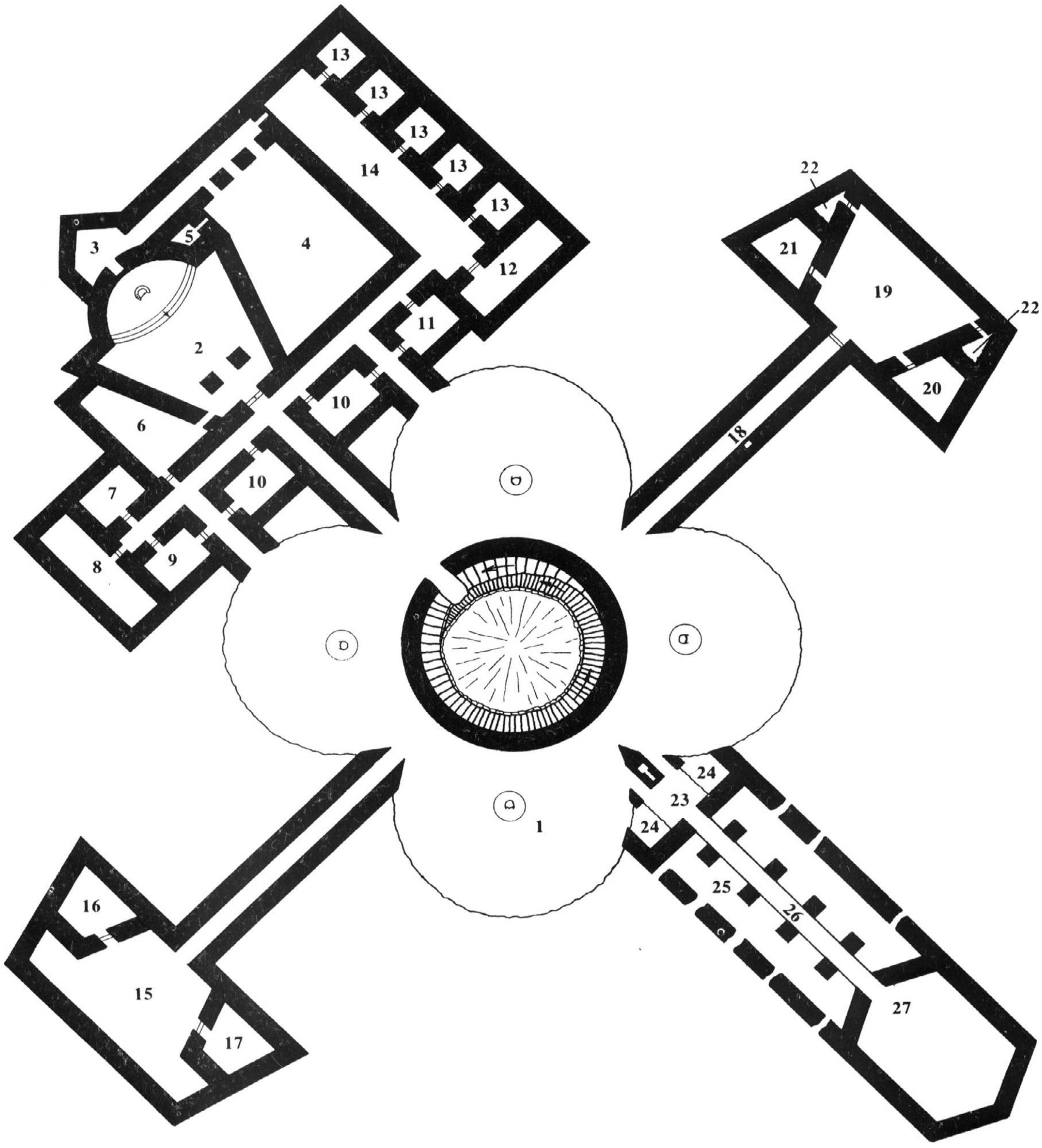
11. Guardroom. See #9.

12. Quarters of Gorovod. Starkly furnished with iron fixtures and bare walls, this is the bedroom and office of the Sorcerer Gorovod the Variag.

13. Cells. These are the quarters of the five priest and sorcerer Adherents of Khamûl. All starkly and minimally furnished.

14. Library. This is the reading and study room for the Spell users of Dol Guldur. On the walls are bookshelves filled with texts on Sorcery, Magic, and Clericism, including all spell lists to 20th level for each profession. Note that there are traps for the unwary: every ninth page in every book is a 20th level *Death* rune. The other (non-magical) tomes in the library are untrapped.

15. Black Altar. This is Khamûl's sacrificial altar to Darkness, upon which he enacts grisly rites in the name of the Black Enemy and his master Sauron.


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LEVEL THREE

16. Vestment chamber. Here the priestly Adherents of Khamûl don their vestments in preparation for Dark religious rites.

17. Holding room. A cell for prisoners whose sacrifice is immediately impending, or those whom Khamûl wishes to see the death of another. The door to this cell is a single sheet of clear laen. The laen door slides open and shut along a steel track running the perimeter of the door and is controlled by a key inserted in a small panel in the wall just outside the door. Khamûl, Adûnaphel, Ûvatha, Gorovod, and the Mouth have keys. Inserting and turning the key clockwise triggers an intricate mechanism which slides the door smoothly open to one side. Turning the key the other way closes the door, and causes steel bolts to shoot across the track in the wall, locking the door into place. The portal is soundproof one way; thus the imprisoned one is granted a full view of the grim proceedings, and can hear the cries of the victim of the sacrifice, but cannot interrupt.

18. Access room. Behind a secret door is a tiny closet-like room, with an iron ladder bolted to the far wall. Like the secret passages above, it leads up to a corridor which connects, via a ladder back down, to the small secret room #23.

19. Torture room. This is a sophisticated 'interrogation' room, which Khamûl and his lieutenants utilize to extract information from prisoners.

20. Cell. For receiving victims of the traps in the treasury on level two (see #10). In the center of the floor is a pile of rags and other padding to break the fall of the new prisoners. The door to this cell is a simple steel grate that swings out when unlocked. Khamûl, Adûnaphel, Ûvatha, Gorovod, the Mouth, Grashûkh, and the four elite Uruk Captains have keys to this cell (as well as #21).

21. Cell. Minimal furnishings. Used to hold prisoners who are secluded for "interviewing" by Khamûl, Adûnaphel, or their assistants.

22. Storerooms. Utilized for holding specialized torture equipment and fine instruments of persuasion, such as ivory handled knives and pins, jagged blades and burrs of gold and mithril.

23. Access room. See #18.

24. Guard platforms. One elite Uruk is on duty on each platform. A control lever for the massive iron doors into the processional corridor is also on each platform. These doors are twenty feet high and ten wide, and slide open on steel tracks. The edges where they meet are cut in a jagged pattern so that they interlock when shut.

25. Lava flows. The floor of this room is approximately five feet below that of the rest of the level and is completely covered by a flow of lava from deep within the volcano. The hot liquid enters and exits via the slots in the wall on either side. If someone should fall into the lava, they would receive a point blank fireball strike +50, x5 hits and an automatic "E" Heat Critical every round while in the lava.

26. Bridge. Supported by pairs of Laen columns, this bridge spans the length of the processional corridor. It has no railings or walls.

27. Khamûl's Ceremonial Chambers. Doors identical to those encountered before entering the corridor bar the way to this room. These, however, are magically locked; they open at Khamûl's command, grinding slowly into pockets on the flanking walls. Within is a dim hall, with a large desk of Laen, smooth on top but with jagged edges, supported on legs of gnarled wrought iron. The only chair in the room is Khamûl's behind the desk. Lighting is provided by torches on the wall which spring to light when the room is entered. The walls and floor are bare stone, unadorned by tapestry or sign, with one exception; the back two walls are covered by an absolutely black hanging.

17.54 LEVEL FOUR

1. Stair. Continues to spiral downward, leading to a circular balcony which runs the perimeter of the shaft at this level. An Orc guard is posted at the entry to each corridor.

2. Foyer. Stairs lead down into this triangular room. On the two far walls are glowing red symbols of *Blinding* (20th level). Blindness lasts nine hours for folk who fail to resist by only 1-30; however, the retinas of those who fail by more than 30 are almost completely destroyed. These poor devils see only darkness except for the burning rune, which is a symbol of Sauron.

3. Inner Foyer. This room is very similar to #2 in reverse, meaning that the two complete walls have identical Blinding Symbols. (Sauron is immune to these runes.) Beyond this room is a 100 yard long corridor, leading to Sauron's viewing room.

4. Statue. Preventing direct entry into the viewing room is a 20' wide stone wall with a niche carved into it. Within this niche is a life-size bronze statue of a warrior in full plate armor. In fact this is not a statue but a golem, an enchanted creation. The golem will slay anyone attempting to enter the room who is not Sauron or someone specifically invited by him.

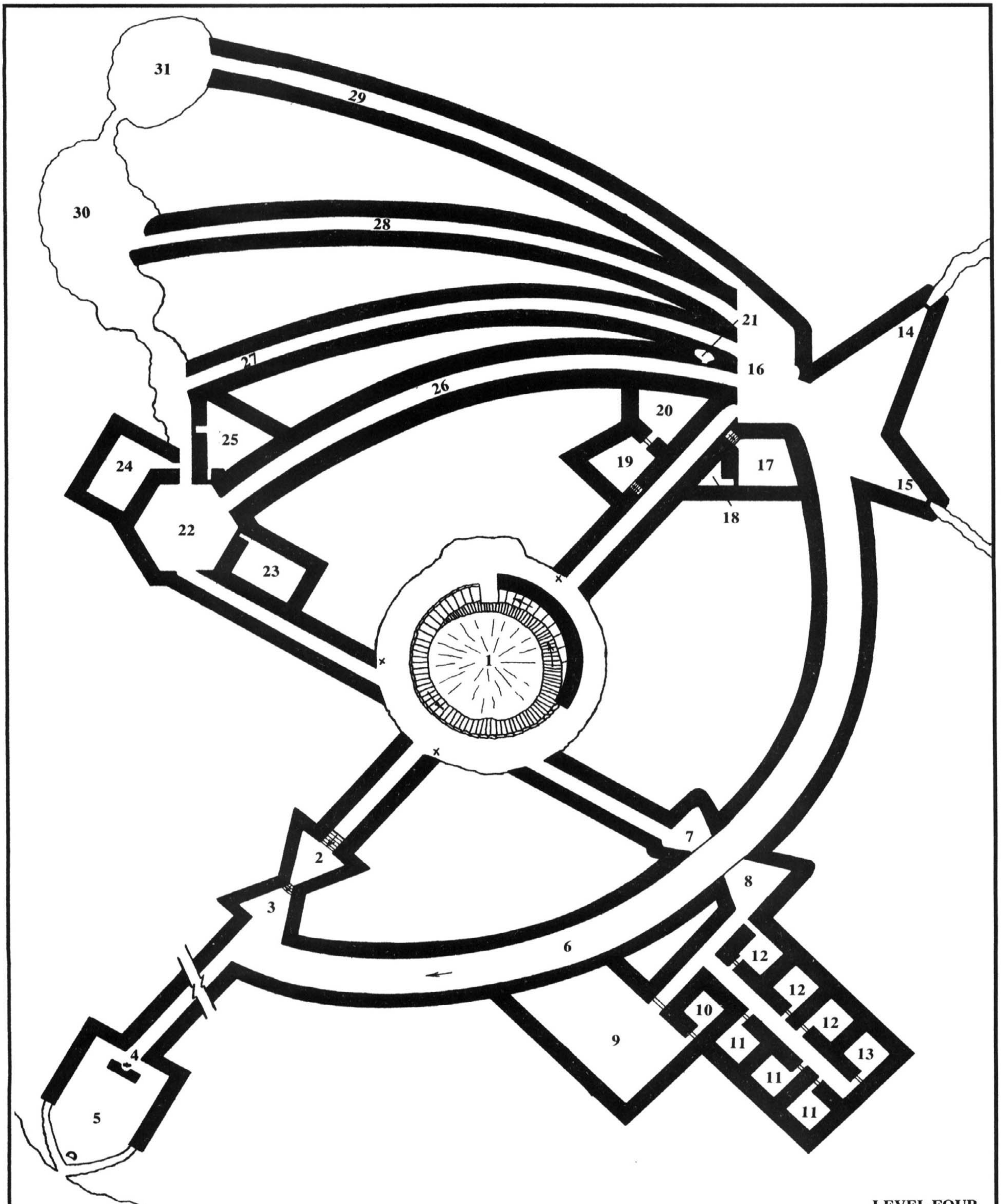
5. Sauron's viewing room. Carved out of the rock just within the side of the mountain, this chamber looks out across Mirkwood to the southwest. Why the Dark Lord sits here for hour upon hour, bending his powers of vision and detection in this direction, is unclear to lesser minds. Perhaps he strives to pierce the veils of the hated Galadriel and see within the wood of Lórien, wherein he suspects lies one of the Three Elven Rings. Also in this direction lie Isengard and the wizard Saruman, head of the White Council. Last, and most likely, it is in this direction, in the shallows of the Anduin in the Gladden Fields, that the Ring lies. Maybe he is drawn this way, though even Sauron in his power and wisdom does not know the true reason.

6. Processional corridor. Sloping gently down from the level at #16 to that of the accessway into the viewing room, this is a mystical, almost hypnotic walk, which begins at room #16. Along both walls, in the flowing tengwar script, is the entire Ring verse, as quoted by Gandalf:

"Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the land of Mordor where the Shadows lie."

The verse on the right wall is in reverse: the mirror image of the writing on the left wall (to reflect the perversion of the Rings' purpose, it is told). The deeply graven symbols glow as they are passed, and a deep booming voice recites the verse in the Black Speech. Anyone attempting to walk up the corridor will hear the verse backwards, growing louder as they proceed; all must make a resistance roll against a 20th level Symbol of Deafening for every round in the corridor after having passed the halfway point (rooms #7 and 8). Note that rooms 7 and 8 are hidden from the corridor by permanent illusions which resemble blank corridor while within #6, and can be seen through while in the side rooms. The illusionary walls are soundproof, however.

7. Guardpost. Manned by four Orc guards at all times, this room is equipped with a ballista mounted on a track running parallel to the corridor (#6) and pivots so that the wielders are afforded a wide shot range. The ballista fires as a heavy crossbow +30 to hit, and x3 damage. It can fire once every three rounds while three guards


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LEVEL FOUR

operate it, once every five with only two using it. Note that, due to the special nature of the illusionary screens which hide this room and #8 from folk in the corridor, the guards in each room are able to look across as if the screens were not there (to prevent accidental shooting of each other). Celedhring and his alchemical staff gain access to their forging complex via these rooms, passing through the corridor. Simply passing across does not, however, cause any of the runes to glow or sound.

8. Guardpost. See #7.

9. Celedhring's main forge. Equipped with anvils, cooling tubs, and three lava heated furnaces. There are several air shafts, originally formed naturally and exiting high up the side of the mountain, adapted as vents for hot air. The walls are covered with various forging tools, and common forging materials are stacked in the corners.

10. Storeroom. A steel door locked (very hard to open) by a key held only by Celedhring, this room contains the more valuable forging materials, such as Laen, Mithril, Eogs and gold.

11. Quarters. Herein reside Celedhring's three assistant Alchemists. See the garrison list for their stats.

12. Quarters. Three forgers occupy these rooms, all very skilled in their craft. Note the distinction that forgers concentrate only in the manufacture of weapons of various materials and design, rather than infusing them with magical enhancements and powers (as is the function of Alchemists).

13. Quarters of Froedhir. Celedhring's personal assistant Alchemist lives here. He is a Londoroth, the brother of Broehir, the Astrologer of the Cult of the Long Night.

14. Foyer. At the apex of this room is a stone door which leads to the primary Dwarven mines of Dol Guldur. An Orc stands guard at this door, although it is never opened. The key to this imposing portal is held by Celedhring and Vorotha. For the adventurous, the lock is very hard (-20) to open.

15. Foyer. The door at the end of this chamber is a single slab of red obsidian, barring entry to the mine of that same material. There are rumors among the garrison that Sauron throws some prisoners and/or troublesome Orcs into this mine to be sliced to ribbons on the jagged obsidian deposits or to die of starvation. Others say that Fire Demons dwell there. Some tell of rich jewel deposits still within this mine, yet untapped by the Dark Lord. None of these rumors is substantiated. The door is locked, extremely hard (-30) to open. Celedhring, The Mouth, and Vorotha have keys. One Orc is always posted before this door as well.

16. Hall of Unstraight Ways. Five Orcs, posted at the "x" notations on the plan, bar entry to the corridors unless one is of the Elite of Dol Guldur. Note the door preventing immediate access to the corridor which leads to the central core (#1). It is of iron, and operates on a counterbalance, operated via a lever in the niche where a guard stands immediately opposite the door. There is also a secret control: a stone in the hall ten feet from the door nearer the central core. Pressing it will raise the door. Note that Sauron never uses this path, preferring to pass through room #22 along corridor #27, and through room #16 before beginning down the Processional corridor (#6).

17. Communications room. Beyond a secret door and a short stair down, Froedhir fulfills his secondary purpose at Dol Guldur: liaison with the Cult of the Long Night, and his brother the Astrologer. Utilizing an orb on a small table in the center of the room, Froedhir is able to see and speak with his brother Broehir and pass on to him instructions from Khamûl. Anyone wearing the robes found in the closet (#18) is able to use the orb. However, the only person who can be contacted through the orb is Broehir, and, as he is fairly bright, there is a good chance he will attempt to control the other person using the spells available to him as a 12th level Astrologer. Anyone finding themselves having to roll a resistance roll versus such an assault must attempt such at -30, as his mind is already attuned to the orb by his own will.

18. Closet. Within are kept the robes which allow Froedhir (and anyone else) to use the orb.

19. Anteroom. This chamber and #20 make up the quarters of Wenwalme (S."tormented girl"). She is a Sindarin maiden bought by Froedhir and is his slave living in constant terror of her master. The quarters are elegantly furnished, the bedroom especially so; Wenwalme is actually treated (in general) very well. The suite is protected by a secret door and a steel door at the bottom of the short stair. Only Froedhir has a key — extremely hard (-30) to unlock. Besides him, only The Mouth, Khamûl, and (of course) Sauron know of her existence here.

20. Bedchamber. See #19.

21. Hidden Room. Within this roughly cylindrical closet is one object: a staff, six feet high, of gnarled wood with a yellow gem set in the head. The staff, named "Angrin" (S. "Iron Memory") hovers in the center of the closet when not in use. An item of considerable power, it is Celedhring's forging aide. After departing his quarters (room #24), he proceeds down corridor #27, then, as he starts down #26, he removes the staff from its place. If anyone but Celedhring tries to touch the staff, it unleashes a 20' radius fireball (point blank for the fool attempting to steal the Angrin) x 4 damage. It is highly intelligent, able to speak many languages, including the professional tongues of all spell users. With the staff in hand, Celedhring proceeds down corridor #26, mentally preparing for the tasks of Alchemy.

22. Alchemy Chamber. Here Celedhring works his spells in his magic forge, utilizing the powers of the Angrin, as well as the many enchanted tools which he has created and installed.

23. Library. This room, protected by a secret door, holds texts and scrolls diagramming various mechanisms and items, and detailing the powers and specifications of all the myriad weapons Celedhring has created, as well as copies of all of the Alchemical spell lists to 30th level. These spell books are held in a separate glass case in the far wall, locked. The key is held by Celedhring; of course the glass can be broken, triggering the trap. The trap is very hard (-20) to discern and consists of a razor sharp, guillotine-like blade which drops the instant any of the books inside the case is touched. The thief must roll a sheer folly (-50) maneuver to determine what percentage of his hand he has succeeded in removing before the blade drops, assuming that "0" is right at wrist level. The blade is powerful enough to completely sever any unarmored limb. If the victim's hand is well-armored the blade may inflict only a severe cut (something to be determined by the GM). Using the key, of course, disengages the blade, making removal of the books completely safe. In this room Celedhring draws plans for new items, and he and his assistants study Alchemical spells.

24. Celedhring's quarters. Comfortably furnished and equipped with a variety of unique but not particularly powerful devices.

25. Channeling/Essence library. This room, hidden behind secret doors, contains books holding the enruned spells of all lists considered within the realms of Clericism and Magic. Celedhring and his assistants use these texts in their Alchemical work (see #28 and 29). Behind each of the secret doors to this chamber is a door of Laen, clear but tinted blue, in the center of which is a circular

metal plate with a keyhole. Surrounding the keyhole in a roughly circular pattern in the plate are five indentations, designed to receive the fingertips of a humanoid hand. The function of the lock is thus: the key (one is held by Celdhring and Froedhil only) is inserted, turned 360°clockwise and removed. Those without the benefit of a key will find that the lock is sheer folly (-50) to pick. After doing this, the fingers of the right hand are inserted, and the disk is twisted 90°counterclockwise. The door will then slide smoothly up into the ceiling. It will remain so until a metal plate (at waist level on the left wall just past the door) is touched by a warm hand.

26. Passage of Alchemy. The enchanted hypnotic corridor used by Celedring to prepare his mind for forging. Others who walk down it (either direction) must resist a 10th level spell or suffer confusion and be forced to sit down for 1-50 rds. Those folk failing to resist 50+ are rendered unconscious in the corridor for 1-10 hrs.

27. Access corridor.

28. Corridors. #28 and #29 are mystical pathways similar in nature to the Passage of Alchemy, but differing in purpose. #28 is the Way of the Mind. Walking slowly down this corridor, any user of Essence (meaning anyone able to use spells intrinsically), upon reaching the end, is able to utilize runes and magical items of mentalism as if he/she were a user of mentalism, of the same level the person is normally. Their power points can be expended to cast spells from runes without burning off such runes. The purpose of this corridor is obvious when one considers Celdhring's profession. Using this hall, he and his assistants are able to temporarily 'tap into' other professional powers, to aid them in creating magical items which require such spells cast upon them as part of the Alchemical process. The walk down the hall must be from room #16 to #30; taking the reverse route forces the walker to resist versus a 20th level mental attack. Failure results in a "sensory overload", rendering the target unconscious. RR failure of 50+ renders the target a mental vegetable for 1-10 years. Corridor #29 is similar to #28, except that it is the "Hall Unholy," being the way to temporary use of Channeling powers. By the very nature of this hall, the repercussions of walking up it the wrong way are more severe: any who attempt such must resist a 20th level Channeling or suffer *Absolution*, in which their soul is removed from their body (which falls into a coma) for one week per 10 failure. The power which is inherent in these ways is awesome, to be sure, and it exacts its own price: a walk down the Way of the Mind, after providing the Mentalist spell abilities for one hour, will reduce the user's Memory (Ig in M*ERP*) and Presence by 10 points for 24 hours. If the walk is undertaken again within 24 hours, the decrease is permanent. The effect is the same in the Hall Unholy, but the two stats affected are Intuition and Self Discipline (Pr in ***MERP***). Also, non-evil persons will lose 1-10 permanent points from their Constitution, as their souls are subjected to raw Evil Channeling.

29. Corridor. See #28.

30. Testing chamber. This rough-hewn hall is the proving and testing ground for many Essence and Mentalism spells and items. The walls are blackened and pitted from the impact of various attacks. Scattered about the room are several mobile walls, 10' x 10', of Laen, some laced with the extremely rare alloy Kregora (which inhibits all spell essence) used as shields when particularly potent spells are being tested.

31. Testing Chamber. Identical in purpose as room #30, except this hall is reserved for testing Channeling spells.

17.55 LEVEL FIVE

1. Access ramp. Continues through and past Level 5.

2. Double doors. Of stone, yet they swing in easily on their hinges. They are unlocked. A stairway leads down into #3.

3. The Hall of Many Bridges. The floor of this chamber is actually a small subterranean lake, fed by a waterfall and a stream. The stream itself is actually a poisoned artificial waterway, an evil creation which feeds eventually into the Anduin. The waters are cool and refreshing at first, but there is a subtle poison, which, if undetected, lowers the memory and self-discipline of the victim by 1-10 points a day. One drink is sufficient; it acts to deteriorate the unresistant target until he dies, which occurs when one of his stats reaches zero. The bridges which span the cave are 6" thick, suspended one foot above the surface of the water, and supported entirely by the stone pylons (noted on the diagram as black squares) rising out of the water to meet the rough ceiling. If one were to stand on the circular platform at the base of the stairs he/she would receive enough of a dose from the mists of the falls alone to fully effect him/her. Sauron, Khamûl, Adûnaphel, and Ûvatha come here to meditate; they are, of course, unaffected.

4. Stairs. Running a winding path next to the lower waterfall, these stairs mark the beginning of Sauron's secret path to Mordor. Running for nearly two hundred miles, this tunnel passes under the southern plains of Rhovanion and into the Brown Lands, There it exits from a small hill, via a secret door just outside of the Land of Shadow.

5. River of Mists. Here is the source of an underground stream, which in fact carved most of the secret tunnel used by Sauron, and leading southwest to the Anduin. The mouth of this subterranean stream is tucked into the riverbank about a mile south of where the Woodman Trail meets the shore. (Fortunately, the mighty Anduin is large enough to dilute this foul tributary.)

6. Secret compartment. Within this natural pillar of rock rising out of the water to meet the ceiling is a small compartment. One must lean out over the water to reach it, and it is partway around the column from the bridge, therefore difficult to see and reach. Within is a small leather pouch, holding a ring and ten gold pieces:

— *Ring.* The ring is of silver with a blue-green gem and has the magical power of allowing the wearer to walk on water. Six rounds after donning the ring however, the wearer must resist versus a 10th level Channeling or have an unnatural fear of walking on land, such that he will not willingly do it. The wearer must make a separate and successful RR versus a 20th level Channeling attack or he will be unable to take the ring off (with a -50 modifier if he is standing on water at the time).

— *Pouch.* The pouch and gold pieces are also magical. If one removes the gold pieces, uses them to buy something, and leaves, the gold will vanish from the poor shopkeeper's till and return to the bag, when the drawstring of the pouch is pulled tight. They will do this but once per day. Also, anything but the gold pieces placed in the bag will mysteriously disappear, although the ring described above is peculiarly immune.

7. Secret passage. Through a (non-secret at this end) iron door, a narrow passage leads to a secret door into room #10. There is a small peephole through which to view the room as well.

8. Portcullis. Normally up, it can be controlled by either of two levers; one adjacent to the portcullis itself, the other just around the corner at the far end of the hall. The inner lever can override the outer.

NOTE: *The "X's" denote guard positions.*

9. Sitting room. Behind a fine iron-bound wood door lies an elegant chamber.

NOTE: *All of the "Guest Rooms" have doors 2" thick of solid oak bound with iron, and fitted with strong locks, which are not immediately obvious, but are operated by manipulating the latch on the outside. The lock mechanism is not accessible from the inside of the rooms. Thus Sauron's guests can be kept safe (although this measure is rarely employed).*

10. Guest room. This is the main, and most expensively furnished, room. Note the secret passage #7.

11. Dining room. Again, expensively furnished. It can seat up to ten.

12. Kitchen. Also quarters for the servants.

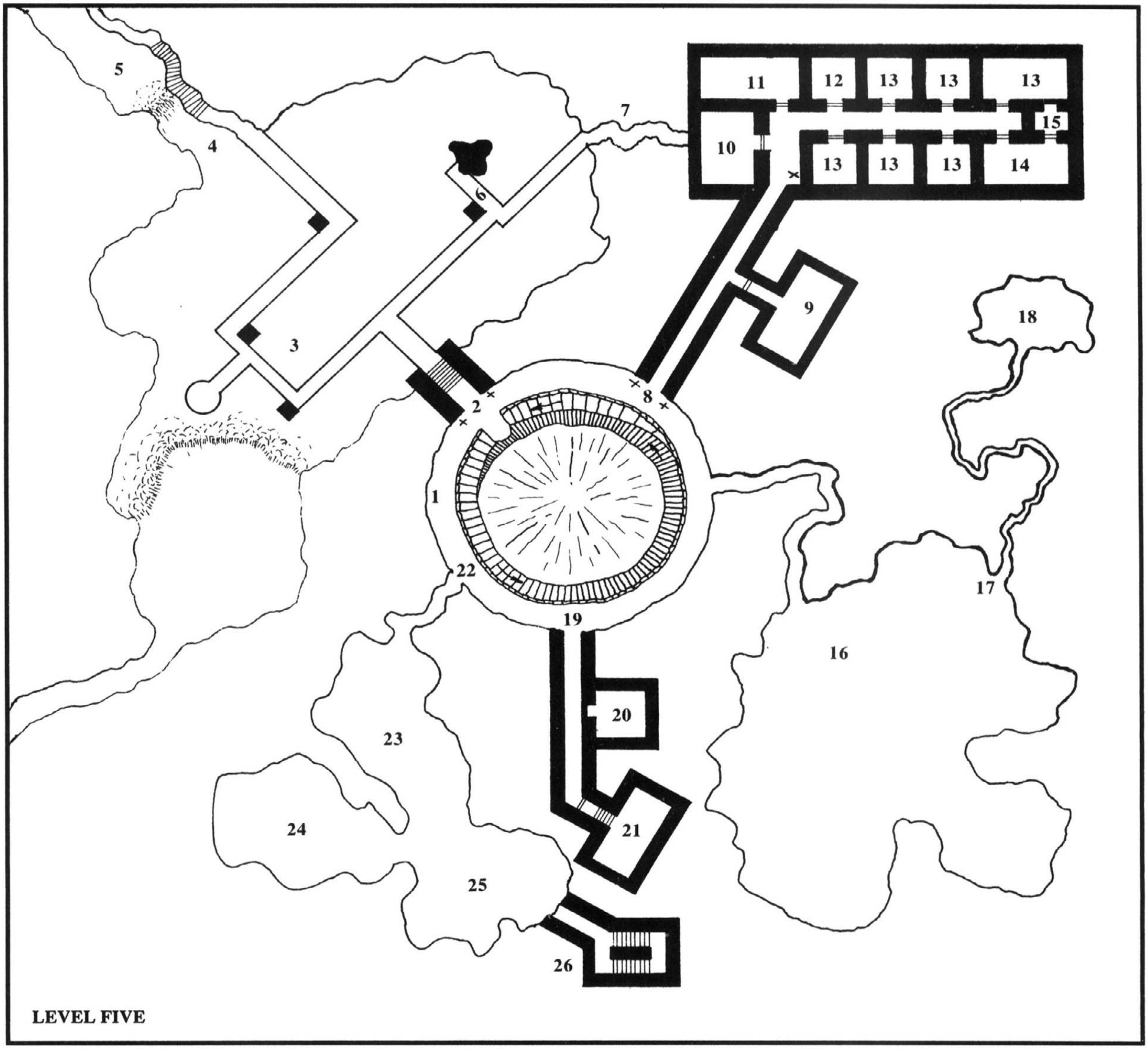
13. Guest rooms.

14. Storeroom. Stacked with crates of nonperishables, old furniture, uniforms, etc. Note the secret door to #15.

15. Secret room. Anytime there are guests, this room is manned. It has a spyhole to view the corridor and anyone entering or leaving the guest rooms. There is also a viewing hole and a secret door leading into the adjacent room #13.

16. Chamber of Enna San Sarab.

17. Red Door. Three feet square and set three feet above the floor, this small door is of wood painted red and fitted with a golden knob and two keyholes, one on either side of the knob. The wood is the Dyr variety and virtually indestructible after being correctly cured (although this is not apparent, as the door has been painted red). There is also a plaque set above the knob, also of gold, with an inscription in an ancient tongue, no doubt a dialect of the first Dwarven inhabitants. This is especially unusual since Dwarves



reputedly never write in their own language. To decipher this writing would no doubt require the combined efforts of a Bardic linguistics expert and a willing Dwarven Scribe (a highly unlikely combination). At any rate, the inscription is:

> *"Sparkling treasures lie beyond, but those who grasp for them will yield up only gems of facets too sharp to bear. The left is right."*

The correct interpretation of this verse is *"The knob is a trap and grasping it will set it off; use the left lock."* If the knob is twisted, or even grasped firmly, twenty one long needles of Laen (faceted and jewel-like) fire out of hidden slots all about the door, pincushioning the fool holding the knob. They should all strike as +100 rapiers, doing Puncture criticals. There are backup needles, so the trap is equipped to fire up to seven times if the knob is tinkered with repeatedly. The right keyhole triggers the same trap if someone attempts to pick it or even insert the correct key. There are two copies of the key, both of gold. Sauron has one; the other is held by Khamûl, who does not share the secret of the door with the other Nazgûl. There is an alternative way to open the door: simply touch it lightly and concentrate deeply upon the source of all the world's riches. The door will spring open of its own accord.

18. Inner treasure room. Beyond are the jewel mines of the Dwarves.

19. Secret door. Cleverly sculpted to resemble the rough-hewn wall of the central shaft, this door is extremely hard (-30) to perceive. It can be opened with a firm shove, after which it swings easily in, and will slowly close itself. There is a handle on the inside with which to pull the door open. A heavy iron bar can be laid across it and fitted into hooks, rendering the way impassable. It can only be locked as long as there is someone inside, of course.

20. Herb/poison storage. Access to this room is via a secret door that is very hard (-20) to perceive. To open, one must first push the door area, and a 4' wide by 8' high section of wall slides three feet straight inwards, exposing a portalway of smooth stone, set in which on the left side is a 6" square metal plate with a keyhole. The lock is sheer folly (-50) to pick. There is also a trap: the entire metal plate must be pressed inwards 3", at which point it snaps into its correct linkage with the door. Note that part of the 50 modifier is due to the fact that the lock is set 3" into the wall. If some unfortunate attempts to pick the lock while the plate is still flush with the wall, it is merely extremely hard (-30). Successfully (or unsuccessfully) picking the lock then triggers the trap. Obviously the trap itself is easy to disarm, but because of its unusual nature, unless the fool specifically examines the plate itself for a trap, it is sheer folly (-50) to discover. The trap, triggered immediately after any attempt to pick the lock in the unrecessed plate, is a set of dozens of tiny flame jets cunningly hidden around the portalway, fueled by a natural gas deposit. Anyone inside the portal itself receives a point blank fireball strike (x5 hits). All others within 20 feet of the portal also suffer the strike, although it will not be a point blank attack (and they will only take x2 hits). The trap will engage every time someone attempts to pick the lock unless the plate is depressed. At any rate, if the lock is correctly manipulated (only Celedhring has keys) the door slides in another foot, and then grinds up into the ceiling on steel tracks. Within are myriad cork-stoppered jars, vials, fine wood boxes, and leather pouches filled with nearly every herb and poison known. There are between ten and twenty doses of most common herbs, and one to four doses of the rarer types. There are at least three doses of every poison on the lists. The containers are all marked, but in Black Speech; they are also all relatively fragile and not suitable for travel. There are three belts equipped with nifty pouches and tiny tough vials, but transferring the contents would be time consuming. Also in the room are a number of jars containing various chemicals useless to ignorant intruders, but important to Celedhring's chemical research, and a very precise scale and weights.

21. Laboratory. A reinforced steel door set in deep steel tracks bars the way and can only be opened by the utterance of the word *Edraak*. The door will then slide smoothly into the ceiling and automatically close ten seconds later. The only way to open the door while inside (the door is completely soundproof) is to say *Aardek* (not quite *Edraak* backwards). Down a short flight of stairs is Celedhring's lab, filled with beakers and flasks, burners (fueled by the natural gas which also powers the flame trap on the storage room), and all the paraphernalia associated with a sophisticated lab. Small supplies of many chemicals are also present, as well as amounts of gold, silver platinum, lead, etc. Perhaps most important, however, are twenty flasks containing artificial healing drugs of various types and a large book containing the formulas and instructions on how to synthesize these healing drugs from relatively inexpensive materials. The book is written in a combination of Black Speech and a code invented by Celedhring, and would probably require a 20th level Bard who already had fluent knowledge of Black Speech to decipher it.

22. Portcullis. Normally open, the control lever is in the niche in the rough hewn corridor about twenty feet further inside.

23. Troll quarters.

24. Secret door. The Trolls are aware of this door and prevent unauthorized persons from using it.

25. Olog-hai quarters.

26. Stairs. Bypassing level 6 entirely, these stairs provide direct access to level 7.

17.56 LEVEL SIX

1. Portcullis. Of solid iron, it is normally down (closed). Controlled by a lever ten feet to the left around the perimeter of the ledge, it locks into place when closed. Orcs are always on duty flanking the doorway.

NOTE: *The "X's" denote guard positions.*

2. Main dungeons. Each is a single, rough-hewn chamber: a holding area for common prisoners. There are shackles on chains mounted along the walls for more troublesome individuals. The door is of iron, one inch thick, with a small barred window. The chief Orc on duty carries the key to these and all other cell doors. The shackles are unlocked by a simple key, and all Orcs on dungeon duty carry one. The rooms are usually unlit. Rats and random large spiders are the only permanent residents.

3. Guard station. Generally three Orcs are on duty in each.

4. Private cells. Cleaner than the main dungeon (which isn't saying much). Doors are of solid oak 2" thick, bound with iron. None is weakened with age. (In fact, some seem to have almost petrified into greater hardness.) Each room has a cot and minimal sanitary facilities and is lit by a single torch. Standard equipment also includes an ankle shackle allowing the prisoner to move about his cell, but discouraging escape attempts. The lock on this manacle is considerably more complex, as are the locks on the cell doors: extremely hard (-30) to unlock. The chief Orc on duty has keys to these cells, and a duplicate set is kept in Khamûl's quarters.

5. Main torture room. Perhaps one of the most complete collections of instruments of persuasion is here, including racks to increase the height, tables with wrist and ankle binders to accommodate guests of almost any race, iron maidens and other quaint devices designed to perform all sorts of atrocities on those who are

unfortunate enough to find themselves here. On hooks and shelves on walls about the room are assorted tools and instruments for more detailed operations.

6. Central guard station. The chief Orc on duty supervises the level from this location, aided by two assistants.

7. Elite cells. Of set stone, and fairly well maintained. Other than the fact that these are kept reasonably clean, these cells are furnished identically to the private cells (#4).

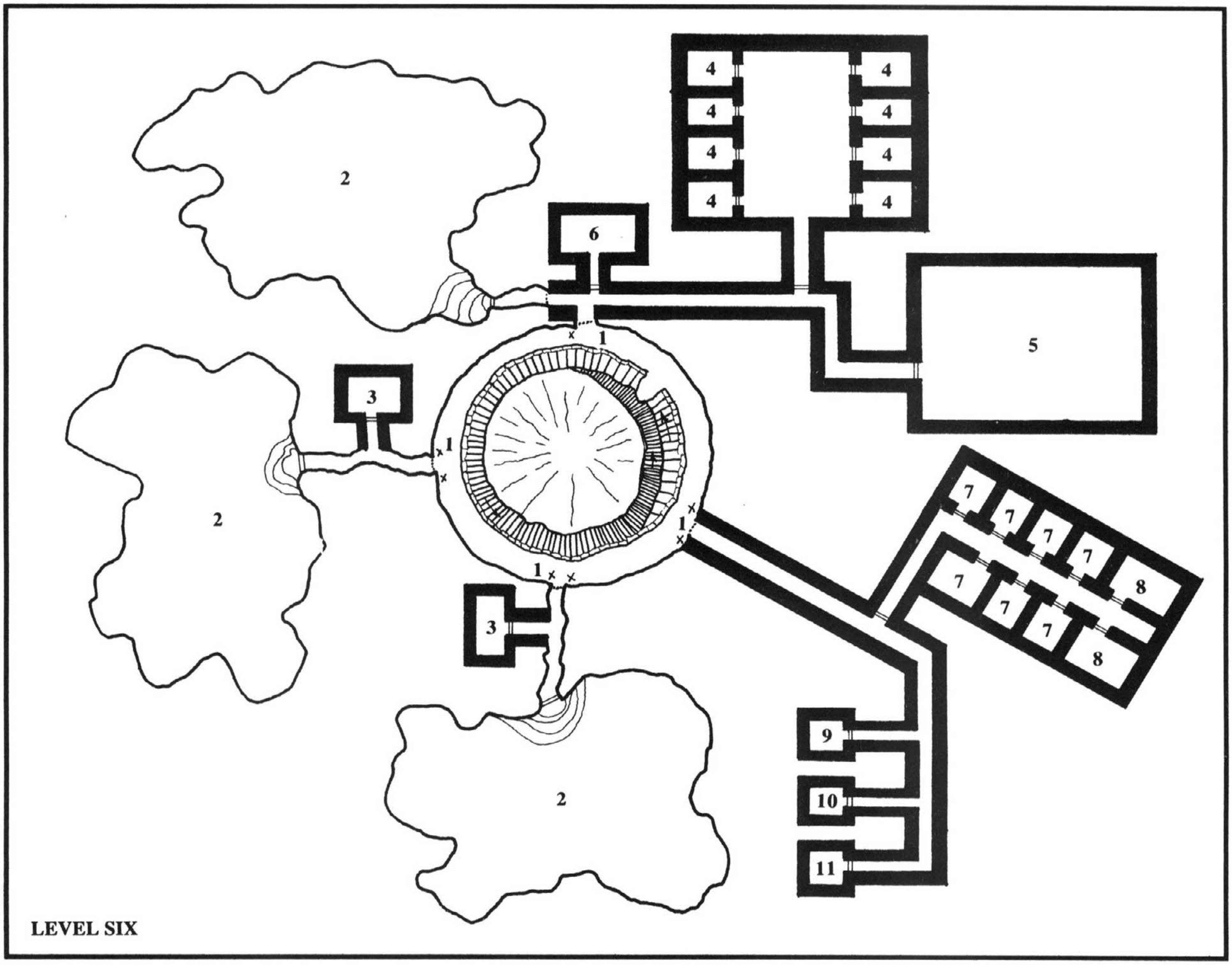
8. Cell of Excommunication. In appearance similar to an elite cell except that any user of Channeling who is placed in this cell is unable to cast any of his spells, due to enchantments placed here by the arts of Khamûl. Should the prisoner be fortunate enough to escape or be released, he will regain his powers after a night of rest.

9. Cell of Black Eog. Another elite cell, except that the walls are sheathed in a rare material called Eog; black being the very rarest, and valued for its power to inhibit non-evil Essence (magic) spell use. The user of Essence put in this cell will find that his Power Points are drained and remain so until he has been out of this room and has rested.

NOTE: *White Eog inhibits Evil Essence spell use, but there is none of it in Dol Guldur.*

10. Cell of Ralurum. Very much like the Eog room (#9), except that behind the walls is a fine net of the alloy Ralurum, which acts the same on users of Mentalism as Eog does to those of Essence.

11. Kregora Cell. A truly terrifying chamber for those who love their Power Points: like cell #10, this room has a wire mesh hidden behind the set stone walls, this time of Kregora: a rare, golden colored alloy which, in sufficient quantity, completely dampens all spell and enchanted item powers of any kind. Perhaps the most powerful artifacts would receive a resistance roll versus Kregora, but highly modified. An average enchanted item, after having spent some time in this room, would probably recover its powers in a day or two. A spell user who has spent more than a few minutes in this room would probably take weeks to recover.

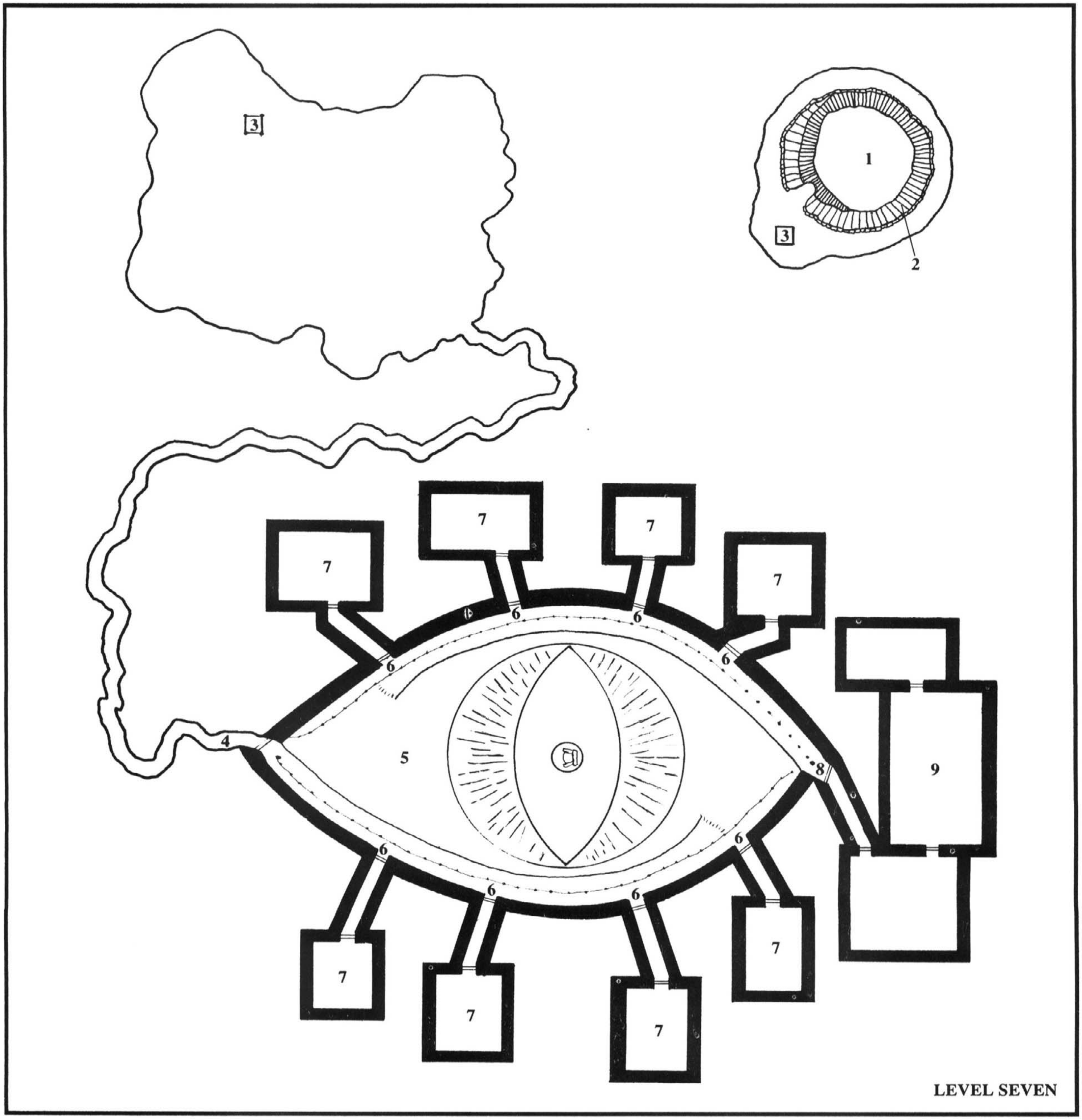


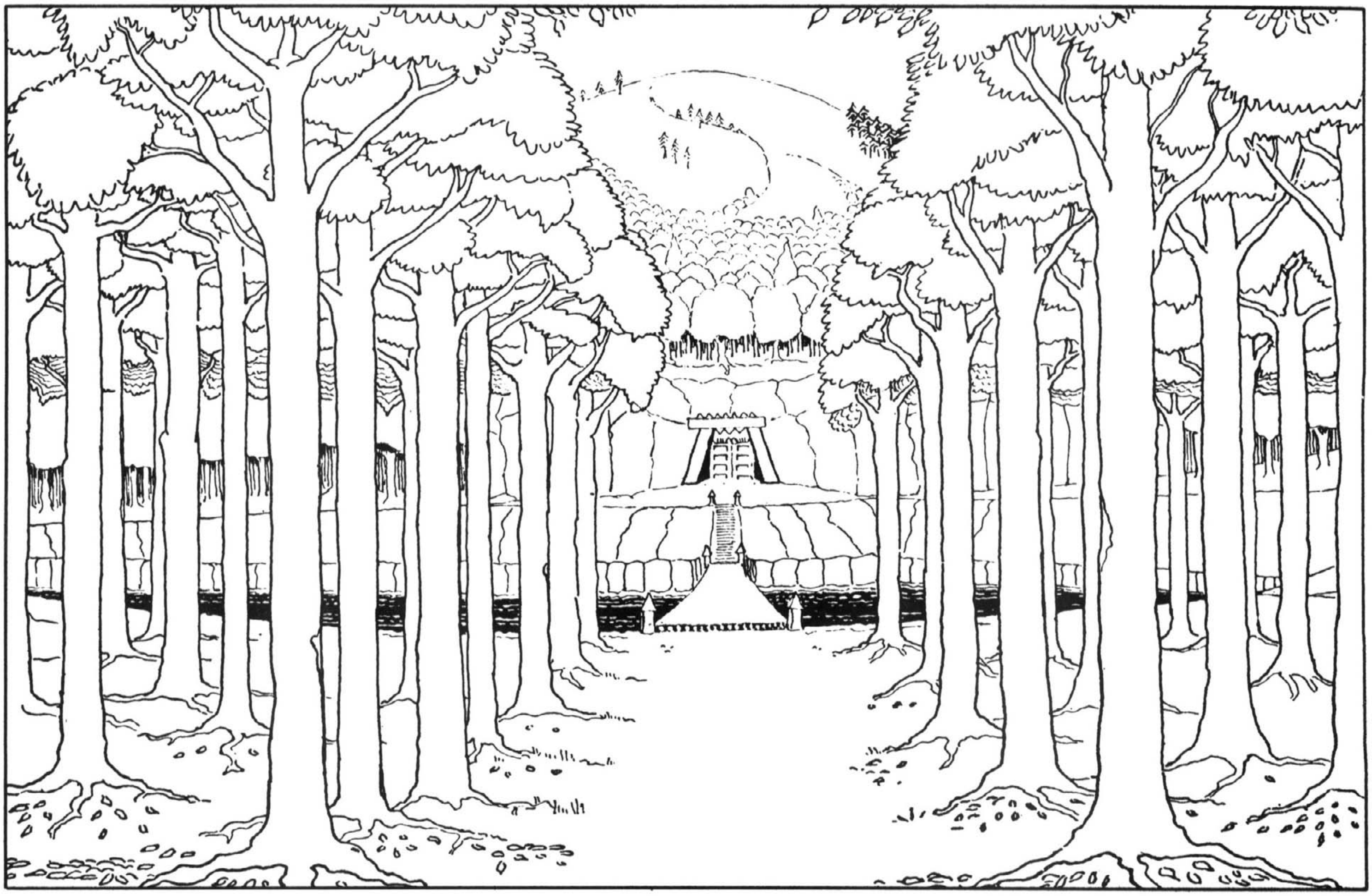
17.57 LEVEL SEVEN

1. **The shaft.** The central hollow core of the volcano descends into a deep pit.

2. **The stair.** The stair continues down into the darkness, but pauses at a landing with a ten foot square steel panel set in the center. This is the entry to the throne room of the Necromancer.

3. **The door.** This steel square is actually an elevator platform to the throne room. One round (ten seconds) after any weight exceeding 10 lbs is placed on it, the counterweighted platform begins the slow descent. For fifty feet it is surrounded by solid rock, but below that point the walls pull back, one becomes aware — if one can see in the darkness, since a metal door slides shut to





The Elvenking's Gate.

seal the opening above and cut off all light — that he is slowly sinking through the center of a large cave. There are no railings; the square grinds down on four tracks running from floor to ceiling at its four corners. At last the platform stops, flush with the stone floor. Ten seconds after the weight leaves the platform it rises to its upper position. The only way to retrieve it is by inserting a key in a keyhole in the wall of the chamber at #3. Only the Nine have keys (the Necromancer has no need of one). The lock is sheer folly (-55) to pick and is trapped. Failure to disarm yields a point blank +50 *Lightning Bolt* (x4 hits).

4. Door. A long, winding, rough-hewn corridor leads at last to a huge steel door, twenty feet high, fifteen wide; its stone doorframe is in the shape of a pointed arch. It opens at the approach of any thinking being, unless the Necromancer wishes otherwise. Beyond is... the Throne Room.

5. Throne Room. A long ramp slopes gradually down to the floor level of the room thirty feet below; alternatively, there is a narrow balcony running the perimeter of the room, the floor an iron grating. The overall length of the room is 100 feet, the width across the center is sixty. There is a corresponding ramp running along the other curving wall. In the center of the room is a huge circular slab of glass, one foot high and fifty feet in diameter. The glass glows red and amber and is shot with radiating streaks of color. It resembles the iris of a huge eye. Bisecting the 'iris' is a lens-shaped hole twenty feet wide, a black and bottomless pit: the pupil of the eye. Rising out of the center of the pit is a column of absolutely black stone, five feet in diameter and sheer as glass. It is of Black Eog: the material which prevents the functioning of non-evil essence. The throne itself, resting on the column, is a large single piece of Black Laen, carved to form a chair with a wide flared back ten feet high. Six bars of black iron radiate out from the column to the perimeter of the pit to steady the column. Inset in the back of the throne is the sign of the eye, set in precious gems, the iris a single piece of glowing Red Laen. While seated on the throne, the Necromancer is able to control several features of the room with but a thought. The throne can be made to pivot to face any direction; the eye on the back of the throne can cast a +60 Firebolt (x6 damage) at his will. In addition, due to the nature of the glass of the iris, the Lord of Dol Guldur can summon its ability to inhibit all spell use in the throne room but his own. He is also able to control the operation of the two facing steel doors which provide access to the room. Random fires leap up from the depths of the pit around the throne, often flicking up to blacken the ceiling high above, wreathing the black throne in blinding, burning fires. At other times, clouds of smoke and steam surge up, partially obscuring the throne and its occupant, billowing out around the chamber in a choking fog.

6. Door. Each of the eight doors is a single clear Laen sheet one inch thick in pointed archways. Beside each door on the left is a metal plate with a keyhole. Each lock is extremely hard (-30) to pick; all are different. When the correct key is inserted and turned clockwise, the Laen door glides straight up into the doorframe.

7. Guest quarters. These are the guest rooms of the Nazgûl, when they come to Dol Guldur to consult with their master. At the entrance to each chamber is a large door of polished oak, bound in silver. Within is a suite of rooms to rival the most royal quarters in all Middle-earth. (After all, the Ringwraiths were once Kings among Mortal Men.) Almost like museums, they are filled with ancient treasures and furnishings of the finest quality and worth a fortune, if one could survive to get them out.

8. Door. See #4.

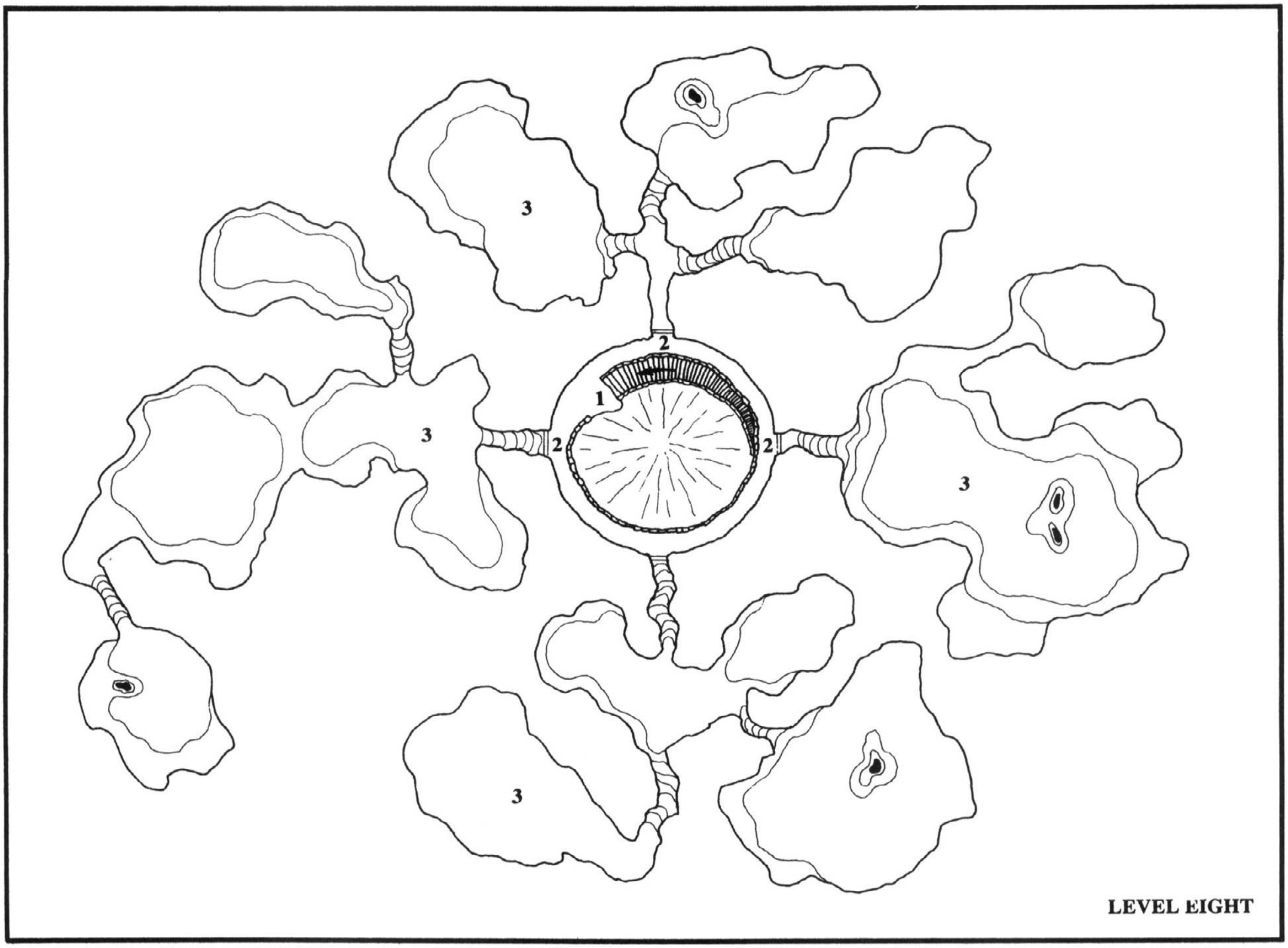
9. Quarters of the Necromancer. Of quality to make the rooms of the Nazgûl appear as hovels, these rooms are rich beyond the imaginings of most Kings. The door to the anteroom is of solid mithril and slides to one side at the word of the master only. The doors between the rooms are all of priceless Dyr-wood. Beyond the anteroom is the huge bedchamber, and to one side is a sitting-room. Of course, even more so than the Ringwraiths, all these things are but conventions, unnecessary trappings for one who is actually a non-corporeal spirit who takes on physical form for his own amusement, or the terror of others.

17.58 LEVEL EIGHT

1. Stair. The coiling stair of Dol Guldur ends here, although the shaft continues far down into the darkness.

2. Door. Each of these doors is three inch thick hardwood bound with reinforced steel straps. They are locked by three iron bars each which slide out of recesses on one side, across the door, to fit into notches on the other side. The doors are plainly meant to keep things in, not out.

3. Breeding pits. Female Orcs and Trolls reside here. And here the Dark Lord commits his most hideous crimes against the creatures of Endor, corrupting their very bodies and breeding them into his own slaves. What techniques, what unspeakable skills the master of Dol Guldur utilizes to mould these poor wretched creatures to fulfill his purposes are unknown, but his patient work has produced the Great Orcs, the Uruk-hai (B.S. "Orc-race"), and his Black Trolls, the Olog-hai (B.S. "Troll-race").

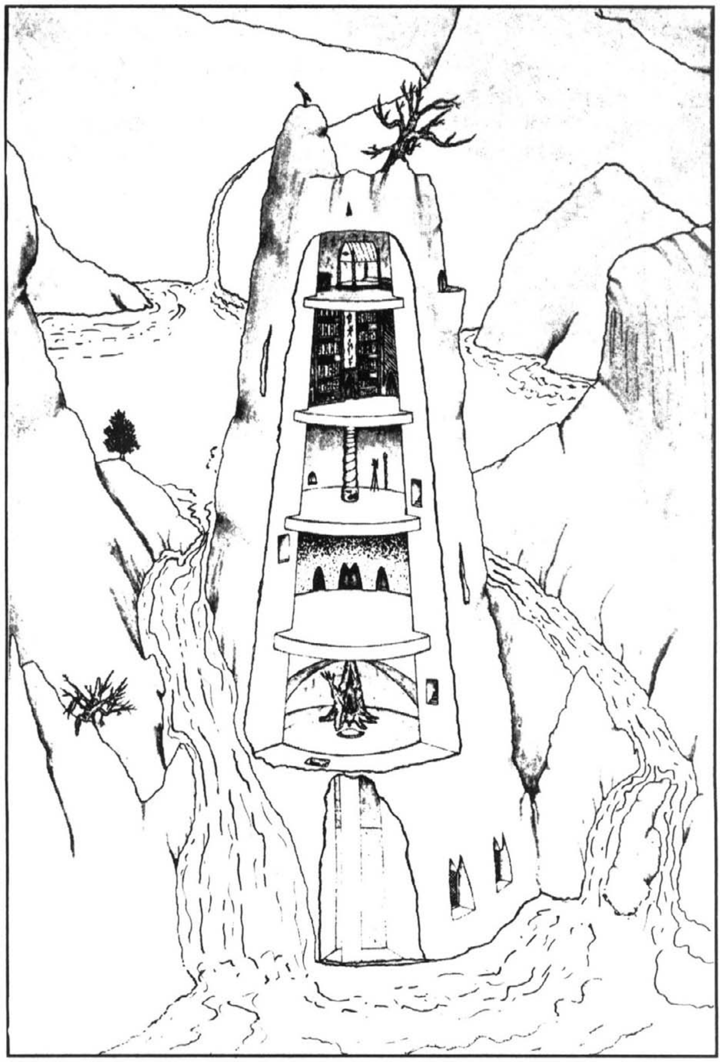


18.0 OTHER DARK SITES

Rhovanion contains a host of evil strongholds besides Dol Guldur, virtually all of which receive the attention of the Necromancer or his high minions.

18.1 SARN GORIWING

The great black spire called Sarn Goriwing (S. "Abhorrent Spray's Stone") rises out of the center of a waterfall called the Goriwing, near the headwaters of the Enchanted River (S. "Gûlduin"). It is tucked into a ring of soaring rock cliffs at the northern edge of the Mountains of Mirkwood. The home of Lachglin the Animist, one of the Necromancer's most powerful servants, this solitary, ninety foot tower is formed of glassy igneous rock. It is reached only by air or across the violent waters just above the Goriwing. The main gate faces southward, and is set into a notch in the sloping "back" of the rock, only five feet above the water level.



Lachglin is closely protected by one of the demonic Dindae (S. "Silent Shadows") and maintains a guard of thirty Uruk-hai (six 5th, twelve 3rd, and twelve 2nd levels) in the rocky crags surrounding his hold. These Orcs also maintain a vigil over the numerous trails which connect Sarn Goriwing to the Dark hollows to the south and west. In addition to these minions, Lachglin has encircled the area (a 2 mile radius) with hundreds of Yavin Girith (S. "Shuddering Fruits"), beautiful vines which hang like fine curtains from the noble trees of the forest. Their tasty golden fruits are insidiously alluring; their bluish leaves produce a fine, almost imperceptible mist which acts to send nearby fools into a deep, continual sleep. Unwary travelers encountering these cruel plants invariably awake after a fruit-laden feast in the hands of unkind Uruk-hai.

Layout of Sarn Goriwing

Main Gate: Black iron doors inlaid with alternating spiral designs of gold and silver mark this opening. Each door is but three feet wide and only six feet in height. They slide sideways into the rock along metal tracks. There are two locks: (1) two great metal "arms" which look like the limbs of a Dragon are affixed to the back of each door and pivot and slide into holes in the opposing panel, enabling the "claws" to lock the doors together and prevent door movement; and (2) two huge metal bars which slide down into the wall slots on either side of the doors, precluding any opening. The arms are manually operated by the guard, while the bars are lowered by levers beside Lhachglin's bed and throne or by rapid movement across the stone, set into the entry hall just inside the door.

Entry Hall: This oval chamber is thirty feet long and spans fifteen feet at its widest point. The eighteen foot dome ceiling is covered with glittering shards of Black Laen. A large, red ruby and corundum mosaic of the Lidless Eye dominates the dome's center (it's worth approximately 2,000 gp). The floor is covered with red marble octagons trimmed with enruned black marble. The small gold runes are 6th level *Symbols of Fear* which will not affect Lhachglin's household guard. The octagonal slab inside the gate is also dangerous, for it can control the bars which block the exit; should more than one cross the stone, or if someone moves across its surface at a rate faster than 3 mph, the lock bars will fall. Two 6' x 6' x 6' guard chambers open directly onto the entry hall. Each is occupied by a Fug-lurg (Or. "Lesser Group") of Orcs: one 3rd and two 2nd level Uruk-hai. The entry hall is called the Iant Umarthen (S. "Bridge of the Ill-fated"). It opens onto the complex's third level.

Level One: Located just above the water-level at the base of the Goriwing, this level serves as the keep's primary living area. Great windows look out northward at the cascading Enchanted River (Gûlduin), while smaller, magical, transparent stones afford a southward view of the bottom of the lake upstream above the falls.

The kitchens and store rooms are located on the south side of the level and occupy half the tower's base. A Great Hall, with paneled walls of finely-worked wood fills the north side. The light entering the vast north windows illuminates this twenty foot high chamber. Rich carpeting made from the fur of bears covers most of the silvery stone floor. The coats-of-arms of the Northman groups Lhachglin has destroyed the upper portions of the walls. Wrought-iron firepots provide any necessary heating, but generally the Master of the Falls enjoys the cold drafts. Passage to level two is accomplished by way of stairs set into the outer wall on the tower's east side.

The kitchens and store rooms are crude in appearance, being nothing but chambers hewn out of the Sarn and unembellished. Nonetheless, the three wondrous "viewing ports" which gaze northward through ninety feet of enchanted rock to reveal the watery world of Lhachglin's Lake more than make up for the lack of decor.

Level Two: This level is occupied by the Throne Hall, the tower's ceremonial chamber. Here Lhachglin sits in his "Living Throne" made from a live tree of some perverse nature. The tree itself will grab (+100 Large Grapple) and strangle (+100 Huge Crush) anyone but the Master unless given specific orders to the contrary. Only Lhachglin seems its friend. The tree can also move

its abbreviated branches to shield the foul Animist, adding 50 to his combat defense and 20 to his RR.

Before the throne sits the *Forest Orb*, a green viewing stone three feet in diameter and set into the blue marble floor. It can rotate to allow the user to view any part of Mirkwood, aside from Dol Amroth and certain guarded Elven refuges (e.g., Amon Thranduil). Unfortunately for most, the stone can only be used by one who sits in the throne. The Forest Orb operates by mental command and can see views only "as one would view them from a nearby vantage point." It cannot see spaces "fully illuminated by the natural light of day," and works best at night or in intense shadows. The user can also focus power and make a mental attack on any one sighted trespasser who is within 300 yards of the Sarn (usable but three times per day at user's level). The attack is akin to a Word of Death, or optionally, a Word of Sleep.

The Throne Hall has a twenty-four foot ceiling which is criss-crossed with arches of silvery wood. The walls and floors are of blue marble and are covered with tapestries depicting hideous scenes of rotting forests and swamps. A door in the north wall leads to the stair which winds down to level one or up to level three (the main entry level). Another exit, behind the throne, opens onto a narrow stair which winds up to the sixth level above. This course may only be taken if the tree throne is in its "shield mode" — i.e., has its branches closed, concealing the exit to an outside viewer.

Level Three: Entry level. This level is a large greeting chamber of black and grey marble with an eighteen foot high ceiling. It has three accompanying guard rooms, each set into the exterior tower walls and occupied by two third level Uruk-hai. Three other doors grace the south side of the level: facing them, the center one opens onto the entry hall; the one on the right leads to a stair winding up to level four; and the one on the left enters onto the stairway to the levels below. These three doors are all iron and are kept super-heated (400 degrees) by way of internal steam shafts leading down to the kitchen.

Level Four: Guard halls cover this level. Here live the remaining Orcs of the garrison: five 5th, four 3rd, and eight 2nd level Uruk-hai. There are no fine furnishings; the Orcs live in the usual Goblin-squalor, amid fetid things and refuse. The walls, ceiling and floors are of the uncovered stone of the Sarn. Wet straw covers the floor, and water troughs abound. The ceiling is fifteen feet high.

Level Five: This area houses the library, study and laboratory of Lhachlin. The entry is onto the exterior wall stairwell through a door on the west side of the tower, in the study. When this door opens the stone floor of the study "disappears," but this is only an illusion which will go away when the door is closed. To stay on the stair contemplating the nature of the floor is unwise, however, for two portculli set in the ceiling above and below the stairwell landing will drop with amazing speed if the door is held open more than five seconds. As the portculli drop, the landing will "open up" on a hinge attached to the interior side of the shaft. Anyone atop the landing at this point will fall eighty-five feet into the well of boiling water which provides steam for the Sarn. The fall results in a +40 Large Fall/Crush attack. Victim takes one A-E Heat (roll: 01-20 = E; 21-40 = B; etc.) critical per round immersed. Note that the landing is actually a metal-backed slab of relatively thin stone and is warm to the touch.The study occupies a small area on the northwest side of the level. It is graced with a small hearth and filled with great chairs of wood and wool as well as a fine oak table. The table is actually a receptacle for items of interest, and the top lifts as a lid; beneath lies a *Book of Water Law*, a *Staff of Lightning* (+3 spell adder), and a *Ring of Fell Creature Control* ((x2 PP that allows wielder to control one subdued Fell Creature completely, so long as it is within 30 feet). Like the rest of the level, the ceiling is nineteen feet.

The library occupies the northeast side of the level, while the laboratory is to the south. To reach the sixth level one must (1) go up the stairs by way of the stairwell off the study, or (2) shimmy up a red-hot (400 degree) iron pole set into the exterior wall, behind a panel in the laboratory. The pole goes up into the wall ten feet, where it reaches the secret stair which connects Lhachglin's chambers to the Throne Room.

Level Six: Lhachglin's Chambers. Door in east wall leads onto main stairwell and to levels five, four, and three below. Door behind headboard of the bed leads to secret stair connecting these chambers to both the laboratory and the Throne Hall. A third door, in the northwest wall, opens onto (1) a balcony with a fine downriver view, and (2) a stair winding up through the exterior wall to the roof level and observatory pinnacle.

This latter door is of iron and huge, being fully a foot thick. Nonetheless it is light, for it is hollow. When open one can see a small, raised rune above the bolt mechanism on the door's side edge; by turning the rune the inside panel of the door opens to reveal Lhachglin's real treasure hold. Here he keeps:

- — 500 gp, 2,500 gp in gems, and 100 mp,
- — a 12th level *Spell-storing Ring*,
- — a x4 *Staff of Firebolts*,
- — a x4 *Staff of Windrunning*,
- — a +4 *Staff of Dark Summons*,
- — a 20th level *Ring of Demon Mastery*,
- — a 20th level *Book of Path Mastery*,
- — a pair of *Boots of Invisibility*,
- — a pair of *Mace Gauntlets* (hands strike as maces), and
- — a *Pouch of Water Summoning* (gathers up to 1 gallon per day out of the air).

The great bed pivots to reveal the secret passage, either by hand or by Lhachglin's command. Anyone beside the bed when it moves could well be knocked down as it swings. Beside the bed are a number of tomes on the *History of Darkness* and *Evil Clericism*, as well as a pair of chests filled with the Animist's clothes. A small *Chest of Curses* sits behind a stone panel set into the wall in back of the larger clothing chest. The panel opens manually.

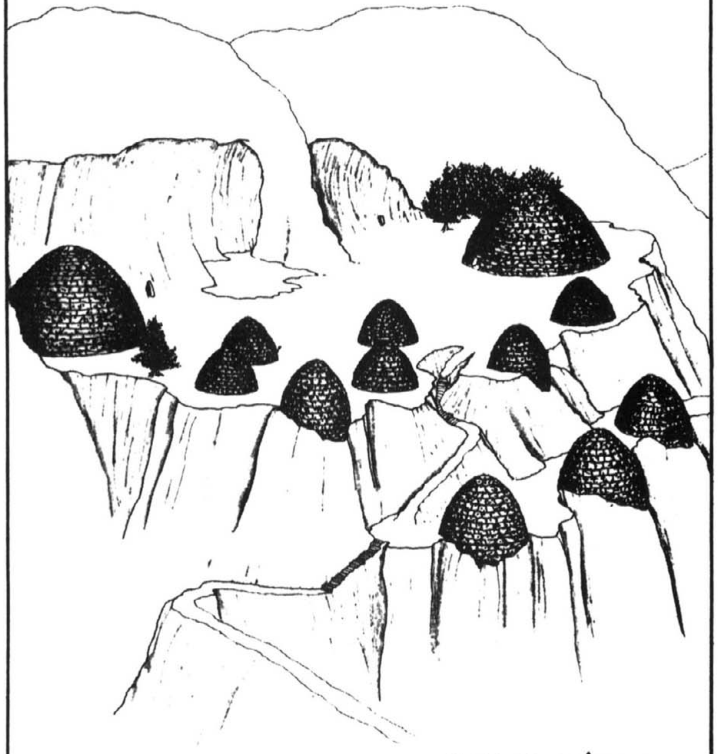
Anyone opening the Chest of Curses will be attacked by a 10th level *Sleep* spell; all within the room (aside from the household guard and Lhachglin) will be beset by the 12th level *Wind Curse* — they will be forever unable to move against the wind, regardless of their mode of transport. Should someone wish to defy the curse, they will become "part of the wind," moving with the capricious currents for 1-10 days, and then "deposited" upon the ground at random (with a fall from 0-100 feet).

Roof Level: This open area lies 165 feet above the base of the tower. Rimmed by a thick, four foot high wall and covered with smooth black marble, it provides a safe and beautiful vantage point. Small bits of inlaid silver dot the floor and simulate the primary constellations of the heavens. A large "active tree" stands guard, often taking root in one of the two "rooting bowls" set into the railing's surface. Entry to the level is achieved by way of the stairwell which connects Lhachglin's room to the Observation Pinnacle.

Observation Pinnacle: Here one can gaze upon the stars through the Animist's fine telescope. The enchanted device was devised in Arthedain and stolen in one of the Witch King's early campaigns.

It can (1) cast a lightning bolt 300' feet at a fully-sighted target or (2) simply act to magnify one's vision.

NOTE: *Refuse and waste are deposited in shafts set into the exterior walls on every level but three. The material is washed downstream by water from the falls which clears the receiving pool. Fresh water is brought in from the lake level. Below the Goriwing the water becomes strangely enchanted and is dangerous to drink. This is perhaps due to the Sarn Goriwing itself, and it is said that "so long as the tower remains, the waters will be sorrowful."*



NAHALD KÛDAN

18.2 NAHALD KÛDAN

Nahald Kûdan (Rh. "Secret Holes") is a grouping of cliff-hives, large beehive-shaped, stone dwellings set on a pair of ledges located in the northwesternmost part of the Iron Hills (S. "Emyn Engrin"). The site is situated in the foul vale called the Nan Morsereg, an area long associated with dark cults and strange, nocturnal terrors. About 100 miles east of Erebor and a little under forty miles west of the headwaters of the Carnen, it is strategically located and serves as a significant danger to Dwarven interests in northern Rhovanion.

A winding path works its way up the steep reddish cliffs overlooking the Nan Morsereg. The circle of cairns beside the valley stream's spring-pool marks the beginning of the climb. White pebbles cover the trail as it ascends in switch-backs toward the top of an 1800' hill. Deep green grass covers the hill's peak and carpets the valley proper, but on the cliff-side the terrain is nearly vertical and uniformly rusty in coloration.

Layout of the Secret Holes

Lower Ledge: As the path finishes its twenty-first switch-back, a red-stone stairway begins; it rises to the lower ledge of the Nahald Kûdan. Here reside three of the Maeghirrim: Brego, Edwodyn, and Thraear. Their stone homes reflect the Northmen's ancestral preference for the rugged hive-shaped design. Like the abodes of the other lords these are built on two levels; the lower portion is reserved for stores and has a small well, while the upper area affords comfortable living quarters. A steep wooden stair connected to the outer wall joins the two floors. The entry opens onto the upper floor, where a single room, thirteen feet in diameter and fifteen feet at its highest, covers the entire level. A stone fireplace is built into the only interior support, a stone column at the the center. The upper floor is of a deep wood covered with carpets, while the lower level's surface is flat white stone. The grey walls are thickest at the base where the stone is fitted to a depth of eight feet. Near the peak of the roof the ceiling is but three feet thick. An interior wood frame covered with spruce panelling reinforces the structure. The doors are hewn from oak.

Upper Ledge: The lower and upper ledges are connected by another winding path which cuts its way up into a cleft in the cliffside. A substantial, flat field covers the upper ledge. This area is considerably larger than the lower area. Seven residence structures, each the usual twenty-five feet in diameter at the surface level, dot the cliff's edge. Two greater buildings are set further back in the vale. These are sixty feet in diameter, and are nothing more than a larger variation on the same architectural theme. They have four floors instead of two, the walls vary from twelve to five feet in thickness, and a stronger wood frame is employed.

As one looks at the Nahald Kûdan from below, the storage building is located at the far left of the upper ledge, nestled beneath the hill's overhang. The Place of the Ten, an assembly and study area, is in the large structure at the far right. The small residences are occupied (from left to right) by Fréahar, Haed, Broehir, Brëor, Fréowyn, Orduclax, and Daeg-udra.

The Caves: Two great caves are set into the cliff under the giant overhang. The one on the left is no more than a winding twenty-foot wide passage (10' high) which cuts in 100'. There ten prison cells are kept, each a 4' x 4' x 4' rock inset barred by an iron grate. This area is guarded by seven 3rd level Northman fighters — one 3-man and two 2-man shifts. The other cave is reached by a 3' round shaft which slopes up into the cliff at a 30 degree angle. The shaft is sixty feet long and can be blocked by portculli set at 6' intervals.

The portculli are controlled by (1) levers on the interior, or (2) by an overriding, immovable "controlling" stone in Orduclax's chambers, which operates by touching the surface and concentrating for 1-2 rds.

In addition, a jagged quartz sphere covered with the poison Brithagurth is suspended above the upper opening to the shaft. It can be released (1) automatically, whenever someone touches a portcullis in the "up" position or (2) manually, by a lever in the upper reaches of the cave. The shaft leads to a dome shaped chamber 90' in diameter and 55' in height.

Dominating the center is a 12' deep pool, 30' feet in diameter, which surrounds a single throne of black glass (with a seat of hair). Here the Maeghirrim meet in secret to discuss strategy or for high

Rituals of Darkness. Symbolic executions are also performed in this chamber. Lining the bottom of the pool is the Cult's treasure:

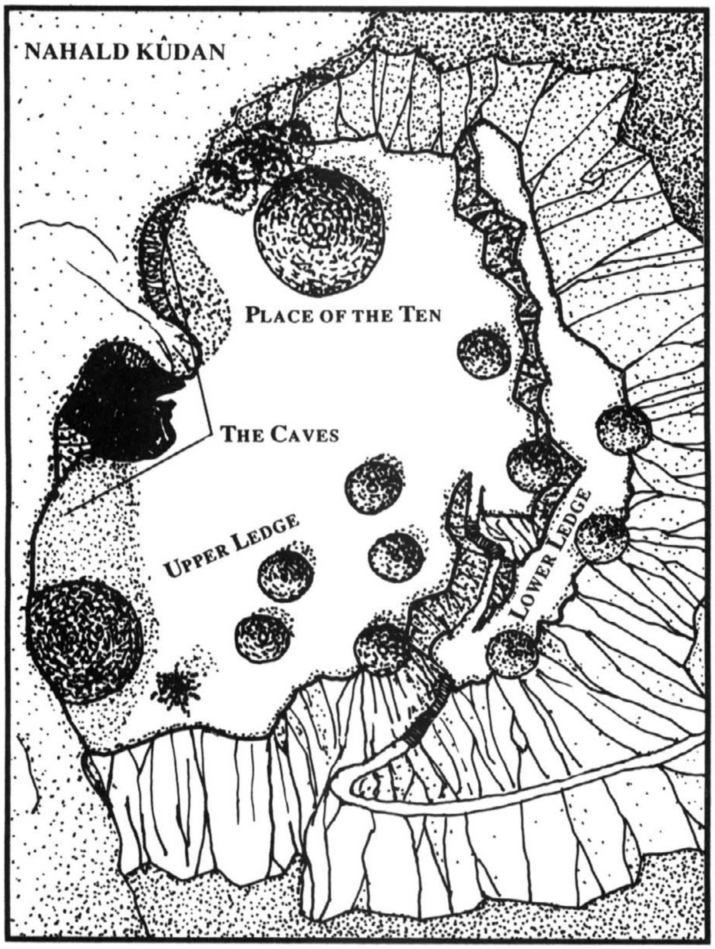
— 3,000 gp, 150 mp, 30 gems worth 100 gp each, 50,000 sp,
— ten x3 Staves,
— a *Wand of Fear*,
— three (1 lb) *Silver Lions* which come to life upon the command of the last possessor, a shield which reflects up to one spell per rd,
— *Gloves of Arrow Deflection* (+50 DB bonus vs missile attacks), and
— an *Orb of Seeing* which allows the user to observe any known vantage point within one half mile as if he/she were there.

Description of Place of the Ten: There are four levels. Each is connected by a ladder which is affixed to the central pillar (and is reached by an elevated walk whenever an obstacle intervenes). The bottom floor, level one, is the study and laboratory. A well of fresh water surrounds the central support pillar, wherein lies a fireplace.

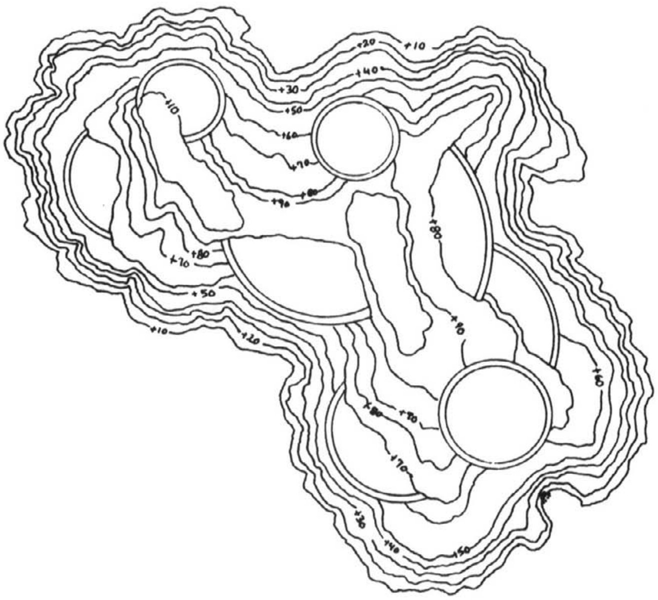
Level two is flush with the ground and houses the entry-way. Here an assembly hall has been constructed. Large pillows made from stuffed dogs litter the room.

Level three is the library which houses various tomes of Darkness. The books are all covered with black goatskin covers and have no markings. Only the Ten know of the contents, and every third book is inscribed with nothing but alternating 9th level Runes of Death and Sleep. The Maeghirrim always open a book to its second page; should they forget, it is better to fall asleep.

Level four is the area reserved for daily meditation.



CEBER FANUIN
AERIAL VIEW



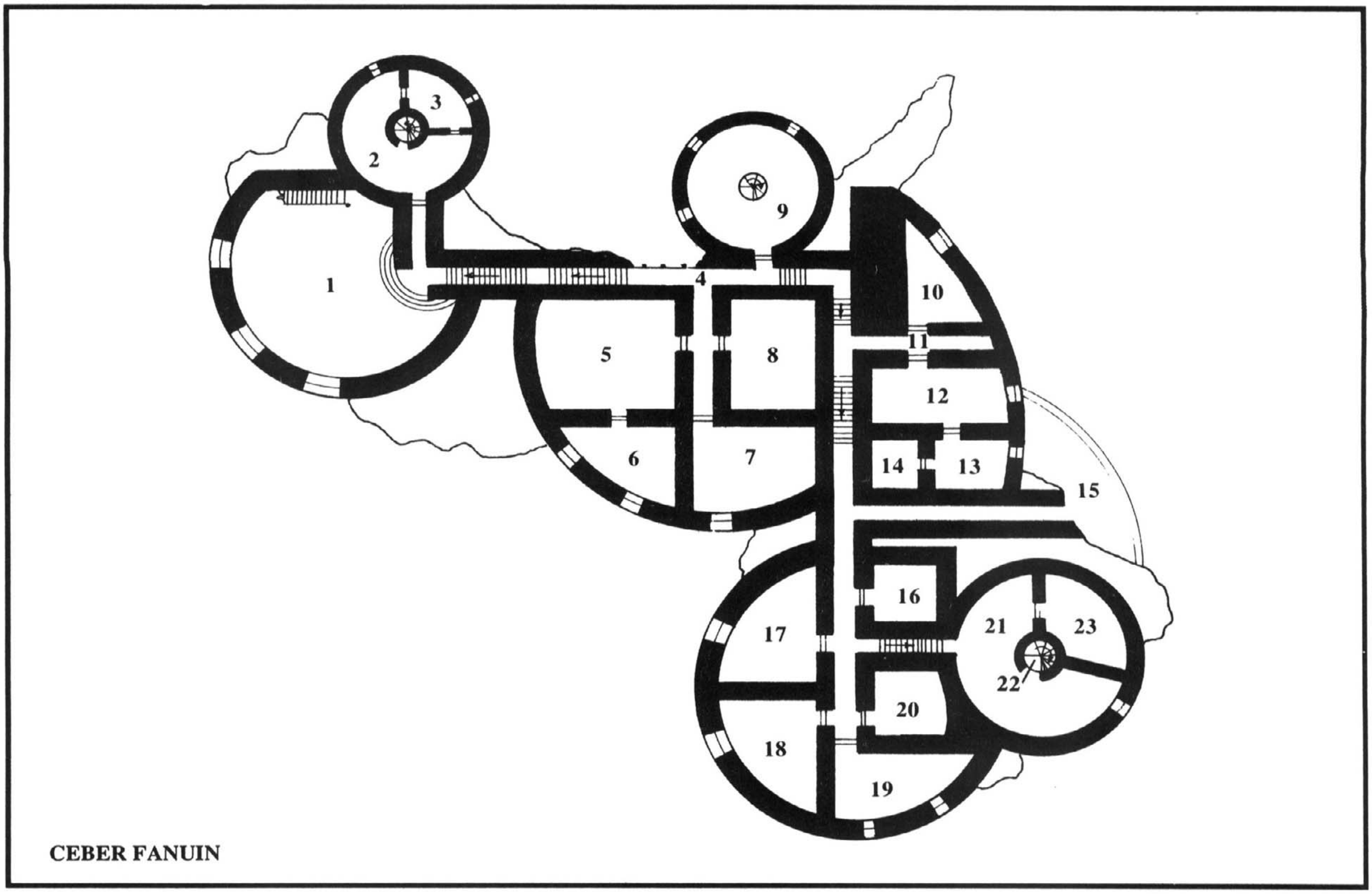
18.3 CEBER FANUIN

Ceber Fanuin (S: "Spike of the Cloudy Night") is the home and stronghold of Huinen the Seer, a servant of the late King Oropher. Situated atop a rocky crag in the easternmost spur of the Emyn Guldur (S. "Sorcery Hills"), the highland retreat is about 115 miles due east of the Naked Hill. It commands a wide view of southern Mirkwood.

Long believed to be dead, Huinen actually retreated from sight after becoming quite insane. Save for the Necromancer, few are even aware of his existence. The Seer is a Noldo Lord of considerable power and is ostensibly independent, but his presence in Mirkwood pleases the Evil One. Sauron dominates Huinen through his servants.

Huinen's house is actually quite beautiful, with its several gracefully curving balconies jutting horizontally from the jagged peak. The sheer-sided hill is capped by three towers, their bases fused with the natural rock; and the towers and balconies are all interconnected by corridors carved out of the heart of the pillar. All of the doors are of two inch thick oak bound with iron strips, and fastened with sophisticated steel slide-bars, operated by twisting a handle on either side of the door. Each has a lock which is identical to the others but is rarely used (except where specifically designated otherwise).

Light is usually provided by lamps mounted on wall brackets — in the corridors spaced at ten foot intervals on alternating sides (closer over stairs), and at varying density in the rooms. There is a stairway from each balcony down into one of the rooms below; the stair may be closed by a heavy oaken trapdoor securely bound with iron strips, and bolted shut from the inside with three iron deadbolts. The deadbolts are inaccessible from the outside, making the lock absurd (-75) to open.



Layout of Ceber Fanuin

1. Lounge. The largest single room in the complex, this chamber has three large windows offering a panoramic view of the surrounding forest. The furniture is all low couches and cushions in earth tones.

2. Guard station. (See Tower A layout for plans of the upper levels of this tower.) Three Elven guard/servants are always on duty here.

3. Guard lounge.

4. Breezeway. This section of hallway is completely open on one side — with the exception of a railing — to the air, and a 30 foot sheer drop.

5. Library. This is the main library of the house, containing many histories, as well as anthropological, astronomical, and physics-related texts. There is an entire section devoted to the journals of Huinen, including his past and future visions. Most of these are almost totally incomprehensible gibberish. There is also an extensive literature collection. As a rule, Huinen's library is open for his servants' and guests' use. The room is furnished only with several tables. The walls are totally covered with bookshelves.

6. Reading room. Comfortably furnished and well lit by a southern exposure, this is the preferred room in which to peruse material from the library.

7. Huinen's office. Furnished with a huge oak desk and several plush chairs, this is a dim, cluttered room; cluttered because of the stacks of literally hundreds of papers strewn about the room, not to mention the unfinished journals and notebooks stacked haphazardly about. There are also myriad knicknacks piled around the room, none of them very valuable. However, there is a secret panel in the stone wall next to the window, and inside it is the headband *Rimalagon* (S: "Sound of Many Wings") in a small box of fine wood. The lock on this room is different, isextremely hard (-30) to pick, and only Huinen has the key. Huinen occasionally will lock himself in his office open the window and use the Rimalagon to spy out the lands about his home. He rarely goes out except at night.

8. Laboratory. This room is equipped with an extensive lab and a variety of chemicals, but Huinen knows little of chemistry and dabbles without purpose. There is nothing here of particular use. The door to this room is kept locked. The mechanism is hard (-10) to pick and Huinen has the only key.

9. Guard mess and kitchen. (See Tower B below for details of upper levels.) This is the informal gathering place of the garrison.

10. Drawing room. Carpeted and curtained in dark red.

11. Trap. The last ten feet of floor is a pit trap, triggered when more than fifty pounds of weight is exerted on it. The trap is a chute, dumping any who fall through out the cliffside to bounce their way down the 100 foot drop.

12. Dining room. Elegantly furnished; seating for twelve.

13. Kitchen.

14. Pantry.

15. Balcony.

16. Servant quarters. Three servants reside in this chamber, which is subdivided. They are 'on call' at all times to answer to the needs of their masters. There is a pulley system so that a rope pulled in either room #18 or #19 will ring a bell here.

17. Guest quarters. Richly furnished guest bedroom.

18. Ringlin's quarters. Huinen's mystic assistant Ringlin lives here amongst simple but expensive furnishings. Ringlin is a Noldo Elf, loyal to Huinen, but basically neutral in nature. He is at odds with Arien (see #19), as he believes that her suggestions are contrary to Huinen's health and the long term survival of the house. He, of course, has little inkling of the true source of her ideas. Ringlin has black curly hair, is slender of build, and stands 6'7" tall. His eyes are perhaps his most unusual feature, and earned him his name: (which means "chilling glance" in Sindarin) they are a brilliant violet. It is said that his glance alone can paralyze.

19. Arien's quarters. The stark bedroom of Huinen's Seer assistant. She is a Silvan Elf, seduced to evil by Sauron himself long ago, whom she had tried to spy upon with her Seeing abilities. Of course, the Necromancer detected Arien's fumbling attempts and took control of her with his powers. She has been instructed to manipulate Huinen. Huinen's actions are, however, so erratic that there is seemingly no danger of him presenting any organized threat to anyone. The entire garrison is completely loyal to Huinen, so there is little chance that Arien could arrange an 'overthrow'. Arien has long chestnut hair and green eyes; she is 6'2" tall and carries her body with feline grace. She is a rare beauty even among the Firstborn.

20. Workroom. A general operations area where upkeep of clothes, furniture, etc. goes on.

21. Guardroom. (See Tower C for details of the upper levels.) Four garrison guards are on duty here at all times.

22. Stairway. The main stairway in the house, it is the only conventional method of reaching the forest floor. The stair spirals down 100 feet, opening onto a winding, rough-hewn tunnel, and finally a small stable where six horses are kept. Two guards are posted at the entrance below. The door at the bottom is a skillfully made secret one, even though it is large enough to allow a horse and rider to enter and exit easily. It can also be securely locked from the inside.

23. Armory. The stores here include three +15 longbows, five +10 short swords, ten +5 daggers, one +20 dagger, two +10 shields, and one +15 gé (killing bola).

Tower A

Level 2. Guard quarters. These barracks house 20 guards in subdivided rooms.

Level 3. Practice hall. This is an unfurnished chamber in which the garrison brushes up on their fighting skills.

Level 4. Observation lounge. A comfortably furnished room where the guards spend many of their off-hours.

Tower B

Level 2. Guard quarters. Housing 32 guards in subdivided rooms.

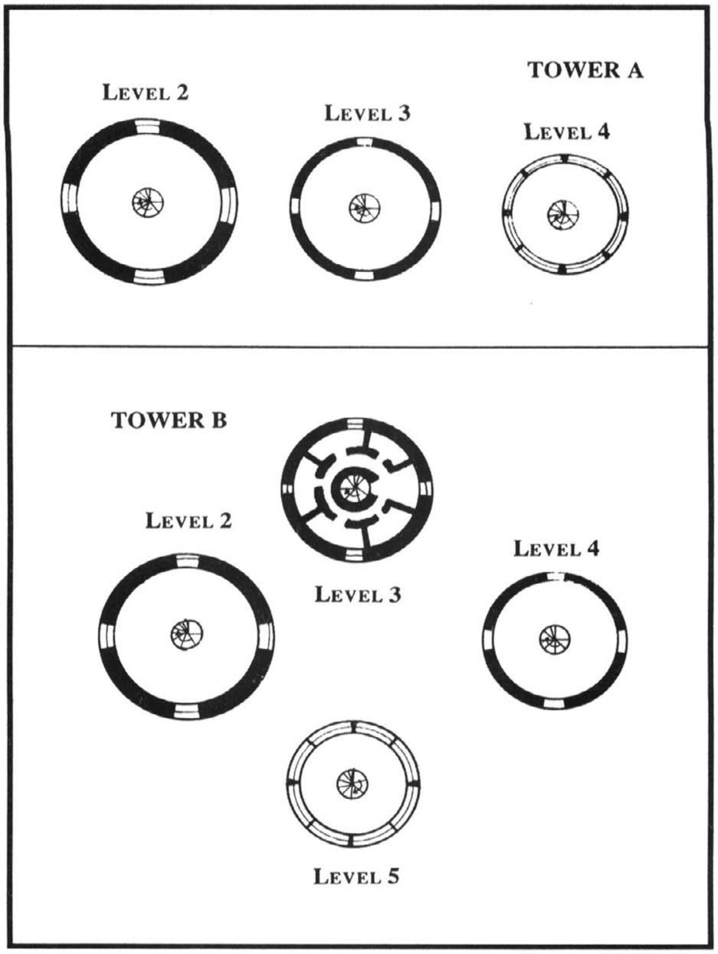
Level 3. Prisoner quarters. Subdivided into five cells, this area accomodates any temporary uninvited visitors to whom Huinen is not interested in extending his full hospitality. Even these rooms are fairly comfortable, although they are equipped with shackles mounted to the wall, on chains long enough for the prisoner to move about the room. Each cell is closed by an iron door with a small barred window. The locks are extremely hard (-30) to pick. Huinen and his bodyguards have keys.

Level 4. Museum. This room is filled with a variety of bizarre objects d'art: stuffed rare animals, fish and birds, statuary in bronze, marble and glass. These items are scattered about the room on pedestals of varying height and circumference, creating a veritable maze.

Level 5. Observation deck. The walls of this level are made up almost entirely of glass, the roof supported by steel reinforcing bars. The floor of this room is very unusual in that the area from the outer wall in ten feet rotates slowly. Four chairs are set evenly about the perimeter; occupied at all times by garrison guards, their instructions are to survey the surrounding landscape for intruders or any unusual activity. Shifts change every two hours. Each chair makes a complete turn about the room every 5 minutes.

Tower C

Level 2. Anteroom. The spiral stairway ends at this level. The door from the stairway to this level appears identical to all the others but in fact is only wood veneer over a steel core. The lock on the door is sheer folly (-50) to pick, and its mechanism causes six deadbolts to shoot from the door into reinforced sockets in the surrounding doorframe. For additional security, two solid iron bars can be swung down into brackets on the door for additional bracing. These bars are inaccesible from the stairwell. In short, the door is practically unbreachable by normal means. This level consists entirely of a large anteroom, filled with an incredible collection of the gaudy and the beautiful, the common and the bizarre. Myriad carpets overlap on the floor and tapestries cover the stone walls. The furniture which packs the room is from at least ten different styles and time periods, and all of it is covered with strange knicknacks and devices. Mixed in with the trash are perhaps twenty small items of true value, totaling approximately 10,000gp.



Level 3. Huinen's Seeing room. The only furnishing in this room is a large, thronelike chair mounted onto a two step pedestal. The chair is massive in design and made of oak with red velvet upholstery. The tops of both arms of the chair flip up, revealing four buttons on each, the pressing of which do the following:

Front left: rotate the chair and dais conterclockwise while held down.

Second left: rotate the chair clockwise.

Third left: causes steel panels to slide down over the windows in the room, protecting them from outside attack and cutting off all light in the chamber. Pressing the button again raises them.

Fourth left: causes a steel panel to slide across the opening in the floor through which goes the stair to the anteroom.

Rightfront: (trap) causes a spring loaded needle to fire out of the back of the chair into the back of whomever is sitting in it. Treat as a +100 rapier, no quickness bonus for target. Rapier is tipped with the poison Ondohithui. Anyone receiving a critical must resist the poison or suffer the effects.

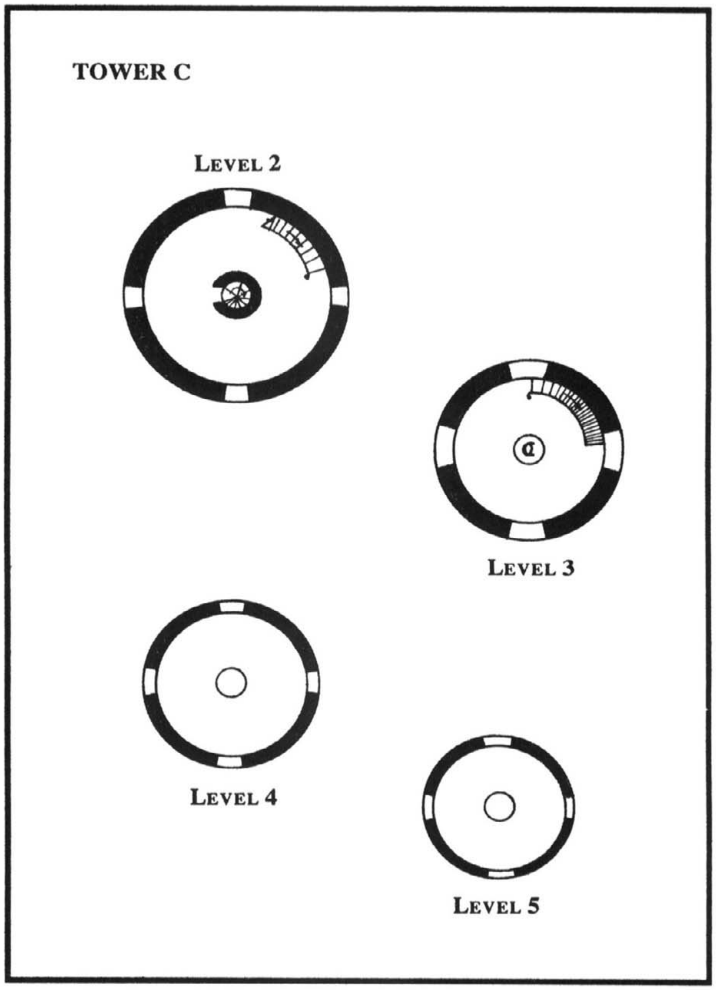
Second right: triggers a magical fog. This mist is created at the perimeter of the room along the ceiling, and floats in a grey, opaque sheet to the floor, where it rolls about and eventually dissipates. Huinen uses this mist as a projection screen upon which he can cause various images and scenes to appear using his spell powers, including scenes from his memory.

Third right: after pressing this button (and after having summoned the fog), anyone sitting in the chair can mentally travel anywhere in the house.

Fourth right: (trap) causes a magical fog similar to the screen fog, but this has a slight green tinge — and is deadly to breathe. It fills the room, and all must resist or fall asleep and eventually die. It is a derivative of the poison Hith-i-Girith but much stronger. Pressing the first and second left buttons simultaneously cause the throne and dais to raise into the ceiling through a secret door which opens as the chair rises. This is the only 'normal' mode of access into Huinen's bedroom.

Level Four. Huinen's bedroom. A large curtained bed rests against the wall; the walls, where not punctuated by large windows, are covered by wardrobes set against them, these being filled with an eclectic assortment of clothes of various styles and types as well as some odd padded items, which the astute intruder may realize to be body padding to alter Huinen's natural form. The back of one of these wardrobes is false and is a secret door, which opens onto a full length mirror. The mirror is, as one may suspect, magical in nature: it is a short range teleport, the only access way to the Seeing Room above. One simply steps through the mirror and appears in the room above in front of another such device. There is also a huge dresser with three flanking mirrors. The top of the dresser is covered with myriad jars and cans of various makeups — an extremely sophisticated and complete collection. There are also a number of freestanding full-length mirrors set about.





Level Five. Seeing Room. Here is the center of Huinen's power. The windows in the room are laen and unbreakable; the walls would fall first, and they are reinforced with steel bars. The only furnishings in this room are a slab of glass eight feet high, three wide, and one inch thick, standing without any visible support, but immovable and virtually indestructible: the other end of the teleport from the level below; also a chair and table. The chair is ornate and detailed in design, of oak with a padded red velour seat. The table has a polished black marble top, three inches thick and four feet in diameter, supported by an ornate golden pedestal shaped to resemble a tree with spreading roots. The base and radiating branches hold the top. Set upon the table is an orb of crystal, one foot in diameter, resting on an incredibly delicate base of finely-wrought mithril. The orb is a truly powerful device of Seeing, and with it, Huinen is able to utilize his Seer's powers as if he were a much higher level. To be more precise, it is a x6 PP enhancer and allows any Seer to cast any spell lists (already known to him) up to twenty levels above his own while using the orb. This is heavily draining, and Huinen is only capable of doing it a few times per week without permanent damage to his permanent stats. Huinen is able to tap the PP multiplying aids of the orb without being in it's presence. He has learned much of events in the world and perhaps that contributed greatly to his current state of insanity, realizing as he does the peril of the enemies of Sauron. Much does he know; little will he communicate to anyone, even his trusted adherents.

19.0 PEOPLE OF NOTE

The following individuals figure prominently in Wilderland's affairs.

19.1 THE NECROMANCER

It has been over five hundred years since Sauron lost his Ring, cut from his hand by Isildur with a shard of Narsil. Without doubt, his power is a shadow of what it was but he has been gathering strength and is now far more potent than he would have been then without his greatest of items.

NOTE: *To define the limits of Sauron is a task difficult indeed; he is not by nature of Endor, being one of the Maiar. However, some guidelines can be drawn which describe— at least in general terms — the powers of the Lord of the Rings at this time. The stats and powers listed below are applicable when he is in his physical form.*

THE NECROMANCER

Level: 180 (240)
Race: Maia (Fallen Servant of Aulë)
Hits: 600
Armor Type: Plate/20 (-200)
Melee Bonus: +250 (broadsword or mace)
Missile Bonus: +200 (longbow or steel bow)
Moving Maneuver Bonus: 60
Spell Bonus: +150 to any directed spell
Power Points: (5x240)=1200
***RM* Stats:** St: 110; Qu: 100, Em: 90, In: 100, Pr: 200, Ag: 101; Co: 110; Me: 102; Re: 101; SD: 99.
***MERP* Stats:** St: 110; Co: 110; Ag: 101; It: 100; Ig: 102; Pr: 120.
Appearance: 02
Special: When in combat, the Necromancer should be treated as a "Large Creature," and criticals he receives should be resolved on the appropriate critical hit table.

19.11 THE NECROMANCER'S POWERS

Sauron is able to wield any spell on any list under any profession with equal ease. He possess no power point enhancer; none could begin to replace his Ring. He stands eight feet tall, with black and mottled skin. Part of his defensive bonus is due to the nebulous character of his being and the distorting nature of his appearance. On the rare occasion that he goes into combat, he wears unencumbering full plate armor hewn from black Dragonskin and reinforced with Black Ithilnaur scales. He wields two weapons with equal skill. The first is *Mormegil*, a great broadsword of the same material as his armor, +45, unbreakable, and 'Of Slaying' Elves. It is flaming or cold at his will, and will deliver a heat or cold critical in addition to any regular critical when it strikes.

Sauron's other weapon is the *Gauntlet of Slaying*. This absolutely terrifying item is a large glove of metal plates and black Dragonskin. Sauron is able to use it as a full shield, parrying any attacks, or to attack. If he chooses to parry, he may decide to grasp his opponent's weapon, and in doing so destroy it. The item must make a resistance roll versus a 50th level attack or shatter into a shower of fragments. Weapons with a plus receive one additional level (above first) for each +5. Magical weapons are given a base level of twenty, with an additional level added for each +5. Weapons with special powers may be granted extra 'levels'. It was this glove which was the doom of Narsil, sword of Elendil. If Sauron opts to attack, all he must do is touch his foe (even his armor). For combat purposes, assume he has 'touched' when one or more hits is delivered on the mace table, in which case the target receives — in addition to any hit and/or critical indicated in the "mace" attack — an "E" impact critical hit; in addition the target, if touched, is the recipient of a point-blank D*ark Absolution* 50th level in power. (As opposed to the Dark Lord's own *Dark Absolution*, which would be considered 240th level.)

As can be seen, Sauron is immensely powerful but the watchword is restraint. He must not reveal the true grandeur of his might yet. His scope is also limited without his ring. He is able to use his powers, as defined by his spells, only within regions overcome already by Darkness. While in the Halls of Travel (See #1, level three), he is able to cast his gaze across his domain and affect any within his vision through the room.

His spells are only at 60th level effectiveness, however, as some power is lost in the channeling.

The Dark Lord is able to use his dreadful presence to control those about him. All within his sight are potential targets, and he can control a total number of "levels" equal to his own, e.g., the Necromancer could hold in thrall the souls of 240 first level beings as long as he bent his formidable will upon them, or twelve lords of twentieth level. Let it be said that, in the unlikely event that they would ever meet, a true Lord or Lady of the Eldar (such as Galadriel or Elrond) would require Sauron's full exertion of his evil will to control. Of course, in the case of those two there is also the factor of their rings, which protect themselves and their wearer from the Dark Lord's searching Eye, diverting it and distorting its sight.

19.12 THE ONE RING

Should Sauron ever recover the One Ring, all of Endor would be in grave danger. As terrifying in his power as he was, he has grown in might since he lost his Ring, and its function is to augment his own abilities. Just to provide a taste of the unbridled horror which would be unleashed upon all of Middle earth, some of the Ring's approximate powers are mentioned. These powers are for the Dark Lord alone; any other who somehow gained possession of the ring would first have to be a mighty lord in his own right to wield it and would also require time to learn its powers, which would still be a function of the wielder. They include: preventing any of the wearer's spells, maneuvers, and combat attacks from failing; augmenting spell power x18; allowing the range and scope of all spells to be virtually unlimited; and the wearer would be nearly invincible to any manner of attack.

19.2 KHAMÛL THE EASTERLING

Born at Laeg Goak in easternmost Endor in 1744, Second Age, Komûl was the eldest son of Mûl Tanûl, the High-lord (Wm. "Hionvor") of the Womaw. His mother, Klea-shay, was popular despite her Shay heritage, but died while the young heir was only seven; Tanûl's Elven consort Dardarian reared Komûl and served as his principal advisor until he assumed the throne of Womawas Drus in S.A. 1844. Komûl's relationship with the manipulative Dardarian corrupted his outlook and led to his incessant longing for immortality.

As Hionvor and Mûl (Wm. "King") of the Womaw kingdom, Komûl I presided over the strongest realm in eastern Middle-earth. His people had descended from the remants of the First Tribe of Cuiviénen (Q. "Awakening Water"), the same lineage that produced the Edain of western Endor. Elven blood coursed through the veins of Womaw Hiona (Wm. "Lords;" sing. "Hion"), and their mastery over other Men was spurred in part by their longevity. Heavily influenced by the Avari, the Womaw of Komûl's day

practiced both Wood-and Word-magic and enjoyed the benefit of a rich and practical cultural tradition. Their political and military sophistication enabled them to dominate the eastern coasts of Middle-earth for thousands of years. This hegemony withstood its strongest test during the middle of the Second Age, but Komûl I was lost in the struggle.

The distant Númenórean cousins of the Womaw comprised the only group of Men who could challenge the supremacy of Womawas Drus, and as early as S.A. 900, the Dúnedain established trade embassies in Womaw-influenced territories. During the next 650 years, the Númenóreans swayed many of the Womaw's southern neighbors and built fortified colonies in the isles of southeastern Middle-earth. The Men of Westernesse forced Womaw concessions and threatened the stability of the eastern kingdom. By the one hundred and fiftieth year of Komûl I's stormy, militaristic reign (S.A. 1994), Womawas Drus appeared resigned to outside domination and many of the Womaw Hiona had disclaimed their allegiance to the High-lord. Proud and desperate, Komûl sought help elsewhere and turned to his age-old ally Dardarian.

Dardarian met Komûl at the Isle of Sunrises, at the easternmost point in the Middle Land. There, the Elf-queen seduced her stepson, using her exceptional beauty and charm and, most importantly, an offer of immortality. Komûl agreed to an alliance between the Womaw and Dardarien's Avar kingdom of Helkanen. This union led to Númenórean concessions (under the First Acknowledgement) in the following year, preventing any outright conquest and relegating Dúnadan interests to centers of commercial rather than strategic value.

Unfortunately for the Womaw, Dardarien's pact led to the downfall of their Hionvor. Unbeknownst to Komûl I, Dardarien served Sauron of Mordor. In S.A. 1996, only a year after the First Acknowledgement, Komûl accepted the instrument that conferred the gift promised by his lover. Taking one of the Nine Rings of Men, Komûl became the immortal slave of the Lord of the Rings. His reign over Womawas Drus ended abruptly.

Khamûl the Ringwraith

Komûl I disappeared from Laeg Goak in the spring of S.A. 1997, after nearly seven months of virtual isolation from his people and his court. He appeared at Barad-dûr in Mordor around S.A. 2000. Komûl was known thereafter as Khamûl, in accordance with the Black Speech pronunciation of his given name. While at the Dark Tower, he served Sauron as the Master of the Hold, and his responsibilities included administering the maintenance of the citadel and its garrison. This wardship remained in his capable hands until S.A. 3350, when Ûrzahil of Umbar became the Mouth of Sauron and the Lieutenant of the Tower.

Khamûl fled Mordor when Sauron was captured in S.A. 3262. Retreating into the East, he first went to Nûrad and, after a brief stay, he proceeded into the Shay lands of his mother's people. He remained among the Shay until S.A. 3319, cultivating a network of servants whose greed fomented a sundering of the Five Tribes. This corruption continued after Khamûl returned to the Black Land, and by S.A. 3400 Khamûl's agent Monarlan brought three of the tribes under the Shadow.

The Easterling remained in Mordor during the War of the Last Alliance (S.A. 3429-3441), sallying forth only during the campaign in Ithilien that opened the conflict. During the first four and one half years, he resided at Lug Ghûrzun (BS. "Darkland Tower") in eastern Nûrn (BS. "Ghûrzun"). In S.A. 3434 the army of the Last Alliance of Elves and Men forced its way through Udûn, so Khamûl returned to his Master's side. The Ringwraith stole into the Barad-dûr during the night before outset of the long seige.

When the Dark Tower fell in S.A. 3441, the Nazgûl met the vangard of the Elven host and fought a long, brutal melee. Unprotected, Sauron was forced to engage his foes in personal combat. This proved to be his undoing for, although he slew both Elendil the Tall and Gil-galad, the Evil One lost his One Ring (and his ring finger) in the fray, and his spirit passed into the Shadow World.

The Third Age

With the departure of the Lord of the Rings, the Nine lost the ability to maintain form. They followed the Dark Lord into Shadow as the Second Age ended. Their exile coincided with Sauron's and lasted over a thousand years. The first to return reassumed form in Endor around T.A. 1050, some fifty years after the reappearance of the Evil One.

Unlike his brethren, Khamûl briefly took up residence with Sauron at the citadel of Dol Guldur in southern Mirkwood. The Dark Lord hid behind the guise of the "Necromancer" and slowly rebuilt his strength. Then, about T.A. 1300, he renewed his struggle against the Free Peoples, sending the Witch-king to Angmar in the northwest Misty Mountains in hopes of crushing the successor states of Arnor.

Khamûl left his command of Dol Guldur's garrison upon the departure of the Witch-king, and for the next three hundred and forty years the Easterling lived at Sart and Mang in the Mountains of the Wind. From these two rocky strongholds, he sought to gain sway over the peoples of southeastern Middle-earth. Often working in unison with Dwar of Waw, Khamûl fought the influences of the Istari Alatar and Pallando and vied with the Blue Wizards for control of the region. His success was only partial but, by T.A. 1635, the Dark Lord was satisfied and ordered the Second of the Úlairi back to Dol Guldur.

Khamûl's arrival coincided with the advent of the Great Plague that ravaged northwest Endor, so for the next four years he stayed in Rhovanion as Sauron's chief servant. He is now Keeper of the Hill of Sorcery and remains in residence there.

Features and Family

Khamûl stands 6'3" average by Womaw standards. Originally, he weighed 195 pounds and had fair, beardless skin, grey-blue eyes, and long, straight black hair. These features denoted a Womaw of high lineage. He wore a deep blue Dragonhelm and deep blue and black Dragon-skin, half-hide plate armor.

No one among the Womaw was a better hunter or tracker than Khamûl. Even as a child, he could run like a weasel, remaining quiet as he passed through the dark woods of his cool homeland. His sense of smell was exceptional, and half-joking Bards spoke of his "hound heritage." Somber, solitary, and clever he excelled in contests of stealth and duplicity. These qualities served him well in the face of the complex problems that confronted him as Hionvor, and they made him an admirable choice as the Dark Lord's chief tracker and as the caretaker of Sauron's citadel at Dol Guldur.

Khamûl's Womaw wife Komiis gave birth to three children: a daughter, Womiis, and two sons, Womûl and Komon. Of his three offspring, only Womiis remembered her father.

Khamûl's Nature

Like all of the Ringwraiths, Khamûl fears common water — knowing that the spirit of Ulmo resides in its sparkling depths. The Easterling's aversion, however, exceeds the trepidations of his brethren, for the memories and fears of his early life are magnified by the magic of his Ring of Power.

Khamûl also suffers in daylight more than his companions. This weakness, however, is offset by his accute senses of smell and hearing.

KHAMÛL THE EASTERLING

Lvl: 40; 50 after T.A. 2460.
Race: Womaw (Avaradan).
Profession: Ranger.
Home: the four capitals of Womawas Drus; later Dol Guldur in Rhovanion; later Barad-dûr.
Aka: Shadow of the East; the Black Easterling; Komûl I; Mûl Komûl; the Dragon-lord; the Second.
***RM* Stats:** St-90; Qu-99; Em-87; In-100; Pr-100; Ag-91; Co-99; Me-63; Re-101; SD-88.
***MERP* Stats:** St-90; Ag-91; Co-99; Ig-82 It-100; Pr-100.
Appearance: (93).

PRINCIPAL ITEMS

Bola: ("Water-skimmer") +25 magic Elven Killing-bola ("Gé") made of bluish Cuivac wood from the land of Helcar Sael. In addition to any normal critical strike of "B" or greater severity it delivers, it also yields a Crush critical of one less degree in severity (e.g., in addition to a "B" Unbalancing critical, it delivers an "A" Crush critical). When cast over water, its projectiles can be skimmed, giving the bola a bonus equal to +40, enabling strikes around corners with angles of 45 or less degrees, and eliminating normal range penalties.
Blowgun: ("Stinging Tongue") +15 mallorn-inlaid composite Blowgun, an Elf-slaying weapon. When poisoned darts are used and yield a critical strike, the victim must make a RR versus an attack equal to firer's lvl + poison's lvl.
Dragonhelm: +10 deep blue full helmet shaped like the head of a Fire-drake. Adds +10 to all of wearer's RRs and enables him to cast spells as if he were 60th lvl.
Armor: Deep blue and black Dragon-skin, half-hide plate armor that is unencumbering to the wearer, yet protects like full plate armor (AT 20).
Morgul-knife: ("Sorcery Knife") +30 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 26 means 24 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes Undead).

SPECIAL POWERS

Spells: 120 PP (later 150 PP). Base spell OB is 40 (later 50); directed spell OB is 40 (later 50). Khamûl knows the Path Mastery list to 30th lvl (later 50th lvl), the Moving Ways list to 25th lvl, and all other Base Ranger lists to 20th lvl, and four Open Channeling lists to 10th level (MERP), as well as five Closed Channeling lists to10th lvl and three Open Channeling lists to 5th lvl (RM).
Smell: Khamûl can distinguish the exact location of any source of a given odor, so long as the source is within 100' and the source fails a RR versus a 25th lvl attack.
Hearing: Khamûl can distinguish the exact location of any source of a given noise (within 100').

19.3 VAGAIG

Vagaig, the current legate or Regent of Dor Rhúnen, arrived in T.A. 1639. He is the third man to hold the "Eastern Appointment" since the accession of the current King Tarondor (1636). His two immediate predecessors, Huanring (d. 1635) and Talathir (d. 1638), succumbed to the Plague and Asdriag arrows, leaving the administration of this shattered frontier province in relative shambles. Hundreds of important settlers and soldiers died due the recent waves of disease, so the political sway Gondor has enjoyed east of the Anduin since the late seventh century is now threatened. The task of rebuilding is just beginning, for the new Regent has been in the area for less than a year.

Tarondor made a wise choice when he picked Vagaig (S. "Sharp Sword") to reorder the eastern frontier. The new Regent is a veteran of Harad Wars against the Corsairs of Umbar and their Haradrim allies, campaigned under King Minardil's nephew in the Mountains of Rhûn in T.A. 1625, and served in the "Watch" (of Mordor) while living at Minas Ithil. Now only 61, he is still strong, but his youth should not be confused with inexperience. His decisive manner and occasional ruthlessness have paved the way for more than a few of Gondor's victories. Unfortunately, he is first and foremost a leader of Requain (S. "Knights") and has little administrative experience. Tarondor is not bothered, however, for the depopulation and renewed threat from the East and Southeast, has led him to believe that Gondor's problems in Dor Rhúnen are primarily military.

Vagaig stands 6'7" and is strong of build. His black hair, fair complexion, angular but graceful features, and cool grey-green eyes have led many to call him handsome...and he always agreed. Wars have taken their toll, of course — he is missing the lobe of his right ear and has a scar on his right cheek — but Vagaig remains a pleasantly imposing character. This image is bolstered by a dry wit and dedicated sense of humor. He is generally gregarious and given to befriending respected companions in a remarkably short time. The men who serve him find him likable, although none mistake his exuberance for weakness.

Vagaig's private moments are quite different from his public ones. While his reputation is not based on any facade, a good deal of restraint and diplomacy is involved when he deals with his soldiers and political circles. When alone with his wife Lomamir or close friends he is given to quiet bouts of grief and longing which sometimes last for a number of days; Vagaig has seen three sons die in the last six years, and only one — Gydda (32) — remains. (Gydda lives at the ancestral home in the Ringló Valley of Lamedon.) His sister Quessë perished during the same Asdriag raid that claimed the Regent Talathir in T.A. 1638. Although Vagaig is generally considered even-handed with foes who fairly submit, and has been just in the face of his penchant for order, he has vowed to exterminate the Asdriag tribes — and all those related to them.

This spirited hatred has caused Vagaig to deploy an inordinate amount of Gondor's thin eastern force in the central and southeastern hill area of the Talath Harroch. It has also led him to make rash excursions against real and supposed Asdriag foes. He does not favor Orcs, but his neglect of the Men Morannon (road from Dol Guldur to the gates of Mordor) and Men Uruk has contributed to revitalized evil activity during the dark hours in and around Southern Mirkwood.

The pressure has also contributed to an estrangement with the wife he loves so dearly. Lomamir's already limited patience has been strained over the years of her husband's service, and she has been increasingly interested in the noble Northman prince Augimund, the envoy from the Mahrcared (Thyn of the Ailgarhas).

This bodes poorly for Vagaig, for Augimund is a subdued, philosophical dreamer whose passions run deep, so much so that his mission and loyalties are in increasing jeopardy. The young Northman is beginning to realize the Lomamir's charms.

Vagaig favors clothing of a deep green hue, and (on rare days) wears a "greenish" chain mail on the rare instances he feels a need for armor. The Regent normally carries his round target shield and green steel sword, but scoffs at too frequent a use of a warrior's protective covering. The weight and heat bother him. His neglect of his own responsibility disturbs his lieutenants, but their respect outweighs their fear. This apparent lack of concern may also contribute to his distain for the bow, an item he uses exclusively when hunting or competing at fairs. Upon his shield is the traditional dual coat-of-arms of the Eastern Regent, the "halved emblem" of Kingdom and House: on top sits the deep blue field backing the White Tree, symbol of Gondor; beneath it, the green field and White Fist of Spathlin, sign of Vagaig's line and fief from Lamedon.

19.4 PRINCES OF THE PLAINS

There are a number of Thynas, but a few have of late come into greater prominence.

19.41 MAHRCARED

Mahrcared is the powerful lord of Burh Ailgra, the largest single Northman settlement on the Talath Harroch. In recent years his clan has gathered together their Éothraim brethren and reforged the Tribe of the Ailgarthas, "friends of the sacred stag." Since T.A. 1627 Mahrcared has been "Thyn of Buhr Ailgra" and "Huithyn" of his tribe. Despite a devastating loss during the Plague Years, this huge Northman warrior held the clans together; only an infrequent use of flame and sword was necessary to maintain the union. This is largely due to his personal reputation as an unyielding slayer of his enemies, for Mahrcared takes few prisoners. Those who have submitted once may not renege.

Mahrcared is an old member (83) of an ancient house, and stands by the emblem of the three interlocking horse heads — one red, one orange, and one blue. He is a superb horseman, the nearest of a long line of mobile warlords who have always placed a high premium on swift battle and horse raiding. His cavalry have created a fine herd of steeds, but still enjoy the thrill of striking an Easterling camp and carrying away the mounts of their foes. Like many of the eastern Éothraim, they have adopted the practice of "counting coup" (Rh. "cunnian bearn"), an age-old Rhovanion ritual which involves touching an armed foe without inflicting harm. This ritual serves as a rite of passage required of true warriors and is considered as a humiliating insult by Northmen and Easterlings alike. Mahrcared has counted coup often, and one such act prompted a Sagath chieftain to take his own life. For this reason, their has been a special emnity between the Sagath and Ailgarthas.

Mahrcared stands 6'4" and weighs 265 lbs. Burly, blond, and gruff, he is rarely taken for a child. Legends credit him with breaking the neck of an Easterling warhorse with his bare hands while on campaign as a youth. He has lost little with age, and still stands as a champion wrestler and rider. Each spring he spends a month riding to each in the circle of encampments that will serve as the year's pasture sites. Like most of the Horse Lords, Mahrcared lives among men who spend a considerable portion of the year away from the main settlement. The Ailgarthas differ from most of their brethren, however, in that they maintain a strong village structure throughout the year. Only portions of the men travel with the herd; their families remain behind, but the riders are gone for shorter periods than most Éothraim.

Mahrcared is also expert with either a hand or battle axe, as well as his beloved inlaid broadsword. Clothes of deeply tanned, finely worked leather and bright plaid wools are his favorites. Light, scale armor, a great round-shield, and a tooled gold and steel helm add an air of martial grace. When mounted on his red warhorse Mohrig, he presents a formidable presence.

Despite the fact that Mahrcared's wife Brytta is only 5'3" in height, their family is tall. Their sons — Iseren (16), Felardan (14), and Mahacaed (9) — are big even by Northman standards, and their 10 year old daughter Eoraca has already reached 5'. The household is closely-knit and Mahrcared is fiercely proud of both his young wife and his strong offspring. His strong streak of loyalty is reinforced by the fact that this is his second family. The first perished during an Orc raid in T.A. 1615 while visiting friends in the East Bight; thus the 44 year difference between he and his beloved Brytta.

19.42 UIRDIKS

Uirdiks is the leader and most learned of the Gramuz clan known as the "Withras" (Rh. "Opposers"). These sedentary Plains-Northmen, farmers all, were given their name because of their independent fervor; they have never submitted to other men, be they Northman or "enemies" of another sort. Once there were but a handful remaining after an overwhelming force of Waagath swooped down on their modest fortified manors (ca. T.A. 665) and slaughtered those that had not taken proper refuge. Nonetheless, the core of the future line survived, and today their descendants remain entrenched in the hills of the east-central Talath Harroch.

The Thyn Uirdriks is a cripple who once stood 6'3," but is now deformed and bent in such a way as to give the impression of a much shorter man (perhaps 5'4"). He was struck by a strange curse while a youth, and a contorted frame has been his prison ever since. Oddly, he does not suspect and fear users of enchantments the same way other Northmen do; instead, he reads works from far-away sources and scans the skies for knowledge. He is known to enjoy the rare company of Elves, and has been given to trade with Dwarves. Of all the Northmen, he is the closest to Radagast the Brown. Much of this thirst for wisdom and insight is no doubt due to his inability to work with his own body, although the foundations were laid in his early childhood. Uirdriks' father Skulif, the Elf-friend, was a Northman seer of great reknown.

Skulif had two sons and a daughter. Uirdriks was the eldest and has never married, so he has adopted his sister's son Gartila (22) as heir. Skulif's youngest son Wuilaric, left the home settlement at Leovidukas ten years ago, and was disowned because his fascination with Dark Rites led him to betray more than one friend. Village rumors place him to the east, or in the West with the curious Necromancer of Dol Guldur.

The Withras are a unique lot in more ways than one. Few Northmen would follow a book-bound scholar whose body is racked with deformity. Fewer still tolerate the open use magic. This clan, however, claims to be the remnant of an ancient Eriadoran tribe which once served as masters of the ancestral Northman heritage. Their forefathers, Edain who closely aligned themselves with the Elves, were guardians of the lessons and works given to the proto-Northmen by the Firstborn. One sacred book, the magic tome called the Suimbalmynas (Rh. "Ever-thoughts"), is evidence of their prudent use of magic; credited to one of the last Thynas of the Eriadoran Withras, it is both a history and tale of conjuring, complete with great spells of power. Unfortunately it was lost during the "Waagath War," just after the migration to Rhovanion. The heritage and outlook left as a result of this work explains in large part the clan that remains.

Uirdriks wears loose wool robes which help to conceal his plight. Due to the rugged nature of the village — and the fact that the Thyn enjoys long, solitary walks in the surrounding meadows — he bears a twisted, six foot walking stick of deep grey wood, a staff inlaid with bone and garnets. As a seer, he wields it as a focus of power; as a leader of his clan, he holds it as the symbol of the Thyn. This quiet, learned man is lonely and succumbs to a pronounced shyness when among women, particularly attractive ones. Often he isolates himself from everyone; but, like any good Northman, he still enjoys the celebrations that mark the seasons, and is quick to partake of drink. (Most feel, with good cause, that he drinks too much; as a youth, he wrecked ten wagons.) Always, he seeks the word of strangers who appear to have some wits about them. Uirdriks can be a gracious host to those who can teach him something new.

19.43 ATAGAVIA

Atagavia (40) is master of the venerated clan of the Waildungs, an "urban" Northman group who lives at Buhr Widu in the East Bight. A direct descendant of King Vidugavia, he commands respect throughout Rhovanion. More than a few high-ranking visitors from Gondor have bedded beside his hearth, and of the lords of the hilly East Bight, he is the most powerful. Due to his dominance in both political and economic circles, he has gained control of the town and the surrounding clans. His power base is considerably less than that of his forefathers — men who loosely ruled most of the Rhovanion Northmen — but Atagavia remains the Huithyn or Prince of the Waildungs.

Although his stature is only average for a Northman (6'1" and 180 lbs.), Atagavia has been blessed with an aggressive manner and piercing blue eyes. He sways men with his gifted tongue and unwavering glance. Imagery is important to him, for he seeks to dominate all men, and carefully seeks leverage wherever it may lie. His thick velvet tunics and embroidered cloaks have always set him apart from the common Northman of the marketplace, while his brilliant burgundy colored chain mail has marked him well in battle. (His matching helm, shaped and tusked as a real boar head, covers whole of his head, including his short beard.) For whatever reason, perhaps because of his heritage or shock of bright red hair, Atagavia enjoys being the center of attention.

The Thyn of the Waildungs is also a colorful warrior. This is largely due to his grandiose horsemanship, the blaze of burgundy, and the awful flail called Totila. A rare weapon, the flail was named for the lord's great-grandfather; it is difficult to use, but exceedingly deadly, and both Atagavia and his black warhorse Eorg are trained in its peculiar ways. Often, the mere appearance of this assemblage drives a foe from the field. In other cases, the near insanity of his rash charges simply stuns the enemy.

In every instance, Atagavia tends toward impetuousness. He has a beautiful, blond, fiery tempered wife Haithwyn (age 20) who he married an hour after meeting. She proved to be a sorceress; but this fascinated him, so no blows were offered, although the secret is well kept. During their four year marriage Haithwyn has borne two children: a girl Lusuntha (2), and a boy Ugilulf (1). They are a pampered pair, and Atagavia plans to give them the whole of Rhovanion some day.

19.5 BEIJABAR AND WOODMEN

19.51 BEORN

A Northman Lord of the Beijabar (Beornings), Beorn is the first of the three enchanted Frathagaman (Chieftains) of the great Cult of the Bear (Rh. "Bairakyn"). He is a powerful Shape-changer (Rh. "Skuiftlaikar") who transforms into a Great-bear during rituals, battle, or other times of frenzy or need. A true beserker, Beorn hates Orcs and goes into a vengeful rage when he encounters them.

NOTE: *Beorn slew the Orc-lord Bolg and helped turn the tide at the Battle of Five Armies in T.A. 2941.*

Fiery and suspicious of strangers, Beorn is difficult to approach. He never forgets a kindness, however, and cherished the few folk he actually befriends. Like his brethren, he prefers the company of wild beasts and stays in his secluded home during times of repose. Beorn's kinsmen protects the trade routes between Eriador and northern Rhovanion and keep watch over the Misty Mountain passes and the crossings over the upper Anduin (exacting only modest tolls). Beorn himself lives in a comfortable wood Long-house at his modest manor, Muidwe Beorn, in the eastern Anduin Valley. His fenced yard accommodates a host of animal friends, many of whom reside with the warm Northman, performing chores on behalf of his peculiar community. The manor lays in strategic nook between the western edge of Mirkwood and the Carrock.

BEORN

Lvl: 28.
Race: Northman (Beijabaran).
Profession: Ranger.
Home: Muidwe Beorn near Carrock.
***RM* Stats:** St-101; Qu-96; Em-99; In-100; Pr-91; Ag-99; Co-100; Me-79; Re-67; SD-90.
***MERP* Stats:** St-101; Ag-99; Co-100; Ig-73; It-100; Pr-91.
Appearance: 74.

Beorn's Principal Items

Staff: ("Ghostbane") This intricately carved, gnarled white staff is made of enchanted bleached chestnut. It serves as a +7 (Channeling) spell adder, and enables the wielder to control any Ghosts within 100' who fail their RR (versus wielder's lvl). Ghostbane is traditionally used by the High Priestess of Tulach Boghain and serves as a +25 Ghost-slaying quarterstaff when wielded as a weapon.

Dagger: ("Bloodrunner") +30 long-knife which strikes as a short sword. When thrown, it is merely a +10 weapon.

Robes: ("Mountain Robes") These unencumbering robes protect the wearer as if he were wearing soft leather armor (AT 8). The wearer receives a +20 bonus for any climbing or balance maneuvers.

Beorn's Special Powers

Spells: 60 PP. Base spell OB is 20; directed spell OB is 15. Beorn knows all the Base Animist lists to 20th lvl and all the Open Channeling lists to 10th level ***(MERP)***, and all the Closed Channeling lists to 20th lvl ***(RM)***.

Shadow-sight: Beorn can see Ghosts, Wraiths, and other denizens (e.g., Undead) of the Shadow-world as if they were normally visible.

Maneuvering Without Sight: Beorn can maneuver normally, regardless of whether he sees or not (e.g., he can make unimpaired climbing maneuvers in complete darkness or with his eyes closed).

19.52 BEORABORN

There are three great lords (Rh. "Waetan") among the Beijabar of Southern Rhovanion. Of these, one, Beoracer, is rarely seen except at the times of the Great Dances. The two others, Beoraborn and Bornbeneor live in the Anduin Valley along the western fringe of Mirkwood and rarely retreat into seclusion. Their families are the noblest of the Bear Clan, "guardians of the old roads."

Beoraborn is the oldest of the ones who possess the gift of Shape-changing. He has become the most revered of his kind south of the Old Forest Road. Only the Waildanbair who lives in the North beside the Carrock holds sway over this kind patriarch. From his Haiman (R. "Manor") at Sarn Lothduin he roams the river valley and forest paths, taking care to visit the isolated Beijabar families. For many, he is a sort of grandfather; he has no power over the individual Frathagaman (Rh. "Wise Ones"), but his authority is unsurpassed. Of the dozen Southern Beijabar who can Shape-change (Rh. "Skuiftlaik"), he is the only considered to be the religious and political leader of all the southern families.

Beoraborn's homestead is located atop a hillock, in a small grove of trees overlooking the Anduin below the Gladden Fields. There — among the furry oaks, silvery maples, and gleaming larch — he has built a fine long-house for his family of five: his wife Geilsyn (46), his sons Bork (24) and Braiga (21), and his daughter Resuntha (19). Animals of all sorts abound within their carefully tended yard. Each performs a cooperative task, and all have a home somewhere in or beside the entwined rose-trees that serve as the fence and protective wall of the manor.

Beijabar prize their women and protect them with extraordinary zeal. This is largely a result of their insulated heritage; they have always feared a dilution of their sacred line. So, although the Beijabar woman is treated as an equal and an artist in her own right, her contact with those outside the clan is much more limited than that of her male counterparts. This is also true of young males, for the Beijabar are few, and their children are their future.

When he is not wandering in Wilderland as a fearsome Great Bear, Beoraborn wears the clothes that denote one of the Waetan: a tunic, vest, and cape created out of black "Warg" fur (not the lychanthropic variety), pants of red wool, grey leather shoes and leggings, and no hat or helm. His carved white Dragon-horn and peculiar silver beard set him apart from the other Beijabar lords. (East Waetan carries a distinct horn.) To an outsider, he may seem to be simply another barbaric hunter; to his kind, he is a noble master.

At least one night in seven Beoraborn leaves his abode for the wilds. There, outside the enchanted boundaries of his manor, he takes the form of a Great Bear. This change is said to bring the Beijabar closer to their beloved Béma (Oromë), for the great Vala is a hunter of foul beasts and a master of changing ways. (All Valar, of course, possess the latter trait.) In elder days the Great Bears accompanied Béma into battle against the armies and servants of the Black Enemy. Now they gather at one of their traditional glades to dance and commune with their Fathers. Then they go forth in search of the creatures of Darkness, hunting and killing with brutal determination. This instinctive slaughter runs deep in their blood, and in times of war, or at the sighting of one they call a "monster" (e.g., an Orc or Troll), the Beijabar lord might see fit to revert to the ways of his venerated Bear-cousins.



19.53 WAULFA

Since the vast majority of Mirkwood Woodmen are scattered over wide stretches of the western forest, the political importance of Woodmen-town far surpasses its population share. It is the sole center of commerce and intellectual activity among a group of rude, unlettered hunters and gatherers. Accordingly, its residents, the Sairtheod, are politically and culturally dominant. Their leader, the 60 year old Waulfa, is an accomplished tracker and healer who has assumed considerable authority among the whole of his people. Many of the other Woodman Thyns come to him for aid and advice. In return for his gems of common sense and digested Elven lore, these clan lords bring whatever gifts they can muster. Regardless of their worth, Waulfa accepts them with kind words. He knows the plight and ways of desperate men.

Waulfa is the father of ten offspring, all children by his wife Sisewyn. Although the eldest (the lovely Dainwyn, aged 38) is thirty years older than her young brother Thuinand — and despite the fact that all but two of the brood have left the fold — the family is close: Odagis (27) is his father's envoy and serves as the town tracker; his sister Osantha (25) oversees the town's stores.

A tall, robust man (6'2" and 270 lbs.), Waulfa is rarely ignored. He is quite wise, and often introspective, but has somehow cultivated a talent for festive partying and games. After all, Waulfa throws his whole soul into any endeavor. No one in Woodmen-town has ever remembered a better axe-hurler, and, in his prime, no warrior could best him in tree wrestling. A few can out-drink the man, but not one can claim a better flair.

This taste for color does not extend to Waulfa's garb, however; rough furs, scratched leather, and torn wool make his wardrobe no better than average. He does own a fine set of chain mail which the Elf-king Thranduil awarded him some years ago, but he is usually content with a simple tunic and some coarse pants and/or leggings. Personalities and problems concern him, not the frivolous trappings of vain Men. Waulfa has always loved the Elves and hated all their enemies with real passion, but he has never understood their wondrous clothes. As for Elven wine, Elven lore, and Elven song... well, that is another story.

19.6 LORDS OF DALE

The first monarchs in the Second Line of the Kings of Dale, the following figures ruled the upper Celduin Valley during the last years of the Third Age and the early part of the Fourth Age. Their domain encompasses all the territory north of the lower bounds of Long Lake (at Lindal) and south of the Grey Mountains. However, in keeping with Northman tradition, Lake-town and the communities surrounding the Long Lake and the Long Marshes remain semi-autonomous.

> **NOTE:** *For more information regarding items and stats associated with the Lords of Dale, see the Master NPC Table.*

19.61 BARD I

Bard the Bowman, the Dragon-shooter, is a grim and quiet Northman Warrior born and raised in Lake-town. When the Dragon Smaug attacked his port-home in T.A. 2941 he rallied the townsmen and slew the Fire-drake with a well-placed bowshot. He later led the Northmen of the Long Lake area in the Battle of Five Armies outside the Lonely Mountain. After the victory, he used his portion of the Dragon's hoard to rebuild the ruined town of Dale, the home of his ancestor Girion. Thus, Bard became the first King of the Second Line.

19.62 BAIN

The second King of Dale, Bain is the son of Bard I and the father of Brand. He assumed the throne after his father's death in T.A. 2977. Bain is a wily trader known for his links with the Dwarves and Elves of northern Rhovanion. His commercial influence is considerable, and he has a number of fast friends in the mercantile circles of Ilanin and Riavod.

19.63 BRAND

When Bain died in T.A. 3007, Brand assumed the throne of Dale. He is a tough warrior who, unlike his father Bain, cares little for the niceties of commerce and tradecraft. He prefers to campaign, hoping to rid his Kingdom of Orcs, Easterlings, and fell creatures from the North.

The father of Bard II, Brand is a caring family man. He is a proud, private person, though, and appears gruff when around outsiders — even his Elven allies. In this way, he is like a Dwarf-lord, which is hardly surprising in light of his respect for the tough Naugrim.

19.64 BARD II

Known as the Dwarf-friend, or simply Bard of Dale, Bard II is fourth monarch in Dale's Second Line. He became King when his father Brand died in the three-day Battle of Dale in T.A. 3019. There, the Easterlings routed the allied army of Dwarves and Men slaying both Brand and the Dwarf-king Dáin II. Bard II was forced to lead the survivors into the Dwarf-hold at Erebor (S. "Lonely Mountain"). After withstanding a brief siege which lasted until the destruction of the One Ring, they struck back against the demoralized Easterling attackers, many of whom new little of siege warfare.

Bard II led the Dalemen into the Fourth Age and remains a far-sighted and compassionate King. His love for the Naugrim is legend, and under his tutelage, the Men of Dale have grown closer to the Dwarves of Erebor and the Emyn Engrin.



19.7 HUINEN THE SEER

In appearance Huinen (when not disguised, as he almost invariably is when he leaves his home) is a tall, slender man, 6'10" in height, weighing but 200 pounds. The typical Noldo black hair is in this case very curly, and shot with many streaks of white; he wears it short in an unkempt mop. He has a long face with large hazel eyes which are sometimes emerald, sometimes deep brown, depending on the light; a small nose above a mouth which is usually hanging slightly open.

The overall impression when given the rare opportunity to meet Huinen is that he is either very stupid or mentally incomplete (*"not eating with both hands"* as the Hobbits say). His voice is very low, and he speaks with a stutter (the fact that this is a deliberate affectation is a secret he shares with no one), further adding to the overall appearance of total ineptitude. He has been known to drool. On the other hand, when playing a role, Huinen can be the epitome of the truly regal Elven lord, or any other guise which he may choose. He is a stellar actor.Huinen does not confide completely in anyone. If there is another person he trusts at all, it is Ringlin, his protégé. He knows that Arien is now a slave to Sauron, but allows her to stay in the hope that she will reform.

The Seer's attitude towards "guests" varies, and could be considered truly random. Uninvited intruders in the house are not often treated with great kindness, usually having all memory of its location removed from their mind, and getting left in the forest far away. On the other hand, Huinen is always scanning the surrounding wood, and members of his household guard are always out patrolling. Travellers who are (truly) in trouble are frequently taken in and aided, then helped on their way. Far away. Huinen values his home's secret location very highly.

HUINEN THE SEER

Level: 33
Race: Noldo
Profession: Seer (Mage)
Hits: 112
Armor Type: None/1 (-100)
Melee Bonus: +100
Missile Bonus: -25
Moving Maneuver Bonus: 60
Spell Bonus: +20 (+80 shockbolt; +60 with waterbolt ring)
Power Points: (99 x 6)= 594
***RM* Stats:** St: 76; Qu: 100, Em: 87, In: 89, Pr: 101, Ag: 100; Co: 89; Me: 98; Re: 97; SD: 96.
***MERP* Stats:** St: 110; Co: 110; Ag: 101; It: 100; Ig: 102; Pr: 120.
Appearance: 84
Special: The magic items which he regularly carries include a full length Cloak of Invisibility (works instantly as often as once per round) and a *Ring of Waterbolts* (range = 300'; usable 6x per day; delivers 3x hits; recharges daily and cannot be permanently exhausted). He also has a headband which protects as a metal helm, a stud earring (emerald set in mithril) which is highly intelligent and speaks 100 languages (most any that would be encountered); and a set of leather wrist bracers which create a misty aura about him at will, adding 60 to his Defensive Bonus.

19.8 ELF-LORDS

The Elves of the Woodland Realm count a host of capable leaders and powerful personalities. Three, however, have had the greatest impact on the course of Wilderland's history.

19.81 OROPHER

A fiery and prideful Sinda Lord from Lórien, Oropher broke with Galadriel and his kinsman Celeborn during the middle of the Second Age. He resided near Amon Lanc at the time and, as a result of the dispute, severed ties with the Elves of the Golden Wood. Oropher gathered a group of Sindar and joined with the neighboring Silvan Elves, forming a new kingdom in Greenwood the Great. Thus, he became the Elven-king of the Forest-folk.

Although rash and hot-tempered, Oropher quickly recognized the danger Sauron presented and told his brethren to prepare for the impending war. The Elven-king moved three times, each time further northward and away from Mordor. Eventually, he established a major stronghold in the western vales of the Emyn Duir (Mountains of Mirkwood). He also built Caras Amarth (S. "City of Doom"), a great network of halls to the west which served as his capital. Mobilizing his people, the vast majority of whom were Avari (Silvan Elves), he readied the Woodland Realm for the great struggle that ended the Second Age.

War finally erupted in S.A. 3429 and the Elves and Men formed the Last Alliance in order to combat the Lord of the Rings. Oropher refused to submit to the supreme command of the Noldo High-king Gil-galad, however, preferring to keep his modestly-equipped but numerous and independent-minded Silvan warriors apart from the chain of authority. This proved to be his undoing. In S.A. 3434, during the Dagorlad campaign, the Elven-king prematurely ordered an assault on the Mordorean lines. His host was routed and Oropher perished in the struggle, fighting brilliantly but without hope of relief.

NOTE: *For more information regarding Oropher's items, see the inset material covering his son Thranduil. Thranduil carried his father's treasured weapons and later passed them on to his heir.*

THRANDUIL

Lvl: 33.
Race: Sinda (Grey-elf).
Profession: Warrior/Fighter (Animist, Magician).
Home: Aradhrynd, the Halls of the Elven-king.
***RM* Stats:** St-98; Qu-99; Em-97; In-95; Pr-96; Ag-100; Co-96; Me-93; Re-91; SD-84.
***MERP* Stats:** St-98; Ag-100; Co-96; Ig-92; It-95; Pr-96.
Appearance: 98.

Thranduil's Principal Items

Sword: +45 Broadsword of *Troll-* and *Spider-slaying*. Only fumbles on unmodified roll of 01.
Bow: +45 *Elven Longbow of Orc-slaying*. It fires at twice normal rate of speed.
Ring: A x3 PP multiplier, the mithril-inlaid silver ring confers a +20 bonus to wearer's bow attacks and reduces his chance of fumbling by 2.
Ring: A x3 PP multiplier, the mithril-inlaid silver ring confers a +20 bonus to wearer's bow attacks and reduces his chance of fumbling by 2.
Boots: Dark grey, they are *Boots of Limbrunning*.
Helm: Creates shadows, giving wearer a +50 bonus all hiding maneuvers.

Thranduil's Special Powers

Spells: 66 PP. x3 PP multiplier. Base spell OB is 25; directed spell OB is 25. Thranduil knows the Base Animist lists *Nature's Protection, Plant Mastery*, and *Nature's Movement* to 10th lvl; Illusionist Base *Guises, Illusion Mastery*, and *Light Molding* Lists to 10th lvl; and Essence lists *Lofty Bridge* and *Invisible Ways* to 10th lvl.

19.82 THRANDUIL

Like his father Oropher, Thranduil journeyed eastward out of Lindon with Celeborn during the early years of the Second Age. He helped found Eregion (Hollin) but, like many of the other Sindar, had little use for the animosity of the Dwarves of nearby Moria. The Naugrim held strong feelings about the Sindar, and Thranduil was happy to migrate further east in order to avoid conflict. He accompanied Oropher over the Misty Mountains and into the southern reaches of Greenwood the Great. There, the House of Oropher bound themselves to the Silvan Elves, eventually breaking with their Sinda kinsmen and creating the Woodland Realm.

Thranduil inherited his father's throne in S.A. 3434. His army was decimated, though, so he spent the early months of his reign restoring order to his host. Even then it was seven years before he sat on Oropher's throne. After the fall of Sauron and the end of the Second Age, he moved back to his father's hold in the highlands of Greenwood of began the task of ruling the Forest-folk.

When Sauron arose again in T.A. 1050, he settled in Greenwood as the "Necromancer." Thranduil failed to immediately identify the new threat or recognize the Necromancer's true nature, but he sensed danger. This prompted the delving of the Aradhrynd, the "Halls of the Elven-king," which were completed around T.A. 1100. From there, Thranduil presided over an ever-shrinking Woodland Realm. Despite the growth of the Shadow over Mirkwood, though, Thranduil succeeded in resisting conquest. He remained resilient, tenacious, and ever-vigilant throughout the often insidious struggle.

19.83 LEGOLAS

Legolas is the eldest son and heir of King Thranduil. Exceptionally personable and skilled in the arts of diplomacy, he is at ease in the company of Men and is astoundingly tolerant of Dwarven interests. He is also inquisitive and exceptionally astute, not unlike a Noldo, although he is not prideful. Unlike his father and grandfather, Legolas is acutely aware of the concerns of others and the need to cooperate and occasionally compromise.

Besides being a fine young statesman, Legolas is a superb bowmen and able forester. He is well-travelled and feels confident about meeting virtually any challenge in the wilds or on the battlefield.

LEGOLAS

Lvl: 8.
Race: Sinda (Grey-elf).
Profession: Warrior/Fighter.
Home: Aradhrynd, the Halls of the Elven-king.
***RM* Stats:** St-98; Qu-99; Em-92; In-94; Pr-81; Ag-100; Co-91; Me-92; Re-95; SD-72.
***MERP* Stats:** St-98; Ag-100; Co-91; Ig-90; It-94; Pr-81.
Appearance: 93.

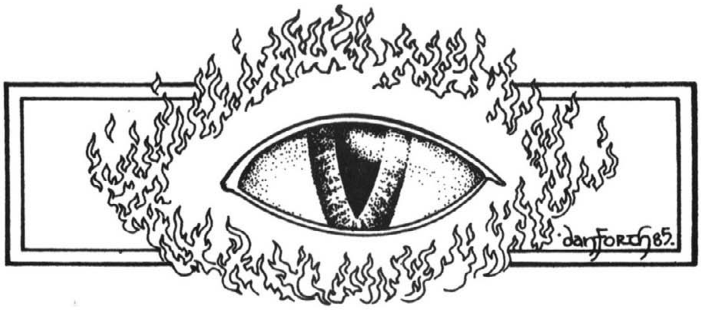
Legolas' Principal Items

Bow: A *Bow of Quickness*, it fires 3x every two rounds and gives wielder a +30 bonus.
Shield: A +25 *Shield of Concealment*, it gives of a shadowy aura that aids in hiding maneuvers.
Boots: Dark grey, they are *Boots of Silence*.
Long-knife: +20, strikes as a short sword.

19.9 DWARF-LORDS

The Lords of the Dwarves in Wilderland are too many to properly recount here. Two Dwarven figures, though, deserve mention.

NOTE: *For more on the Dwarf-lords of Rhovanion, see ICE's* ***Lords of Middle-earth, Volume III.***



19.91 DÁIN II

Dáin Ironfoot was born in T.A. 2767 at Azanulinbar in the Iron Hills of northern Rhovanion. The son of Náin (T.A. 2665-2799), he was a cousin of both Glóin and King Thorin II (Oakenshield). Dáin first won fame when he killed the Orc-lord Azog in the Battle of Azanilbizar (Dimrill Dale) in T.A. 2799. His father Náin perished in the fray, but his grandfather, King Grór, survived. So, when Grór died six years later (T.A. 2805), Dáin succeeded him as King of the Iron Hills.

Dáin's host marched to Thorin's aid at the Battle of Five Armies (T.A. 2941), where they distinguished their Dwarf-king as a superb warlord. Once again, Dáin proved himself to be the bane of the Orc-race, slaying dozens of the foul goblins in the pitched melee at the base of the Lonely Mountain.

DÁIN II

Lvl: 28.
Race: Dwarf (of the House of Durin).
Profession: Warrior/Fighter.
Home: Azanulinbar, in the upper Redwater Valley of the Iron Hills of Wilderland.
***RM* Stats:** St-101; Qu-96; Em-64; In-84; Pr-77; Ag-96; Co-100; Me-91; Re-84; SD-90.
***MERP* Stats:** St-101; Ag-96; Co-100; Ig-87; It-84; Pr-77.
Appearance: 78.

DÁIN'S PRINCIPAL ITEMS

Axe: +35 *Axe of Orc-slaying* fashioned in Nogrod in the Blue Mountains during the late First Age.
Shield: A +25 oval Ithilnaur *Warder's Shield*, bears a *Sudden Light* symbol on the front, permitting the wearer to command the shield (3x/day) to glow with a blazing light causing all within 14' diameter (who are gazing in the direction of the shield) to make a RR versus Essence. RR failure results in victim being stunned for 1 rd/10 RR failure (e.g., RR failure of 26 = victim stunned 3rds).
Hammer: +30*Hammer of Troll-slaying* fashioned in Khazad-dûm (Moria).
Boots: Dark brown, they are *Boots of Iron*, enabling wearer to kick a foe as if wielding a mace.
Cape: +10 *Cape of Protection.* Water- and windproof, it provides wearer with +10 RR and AT bonus.

19.92 GIMLI

Gimli of Erebor, the eldest son of Lord Glóin of Azanulinbar, was born in the Blue Mountains (S. "Ered Luin") in T.A. 2879 and journeyed eastward to Erebor in T.A. 2941-42. It was only after he settled in the Lonely Mountain that he visited his father's ancestral residence in the Iron Hills. He spent the next seventy-six years in northern Rhovanion, at Erebor and in the highlands around the headwaters of the Carnen.

Although seemingly unprepared for statecraft by Mannish standards, Gimli is considered worldly by his fellow Naugrim. He is relatively well-traveled, tolerant, and enjoys the counsel of his father Glóin — a Dwarf whose experiences during the Ereboran Quest and the subsequent Battle of Five Armies provided him with keen insight into the ways of Elves and Men.

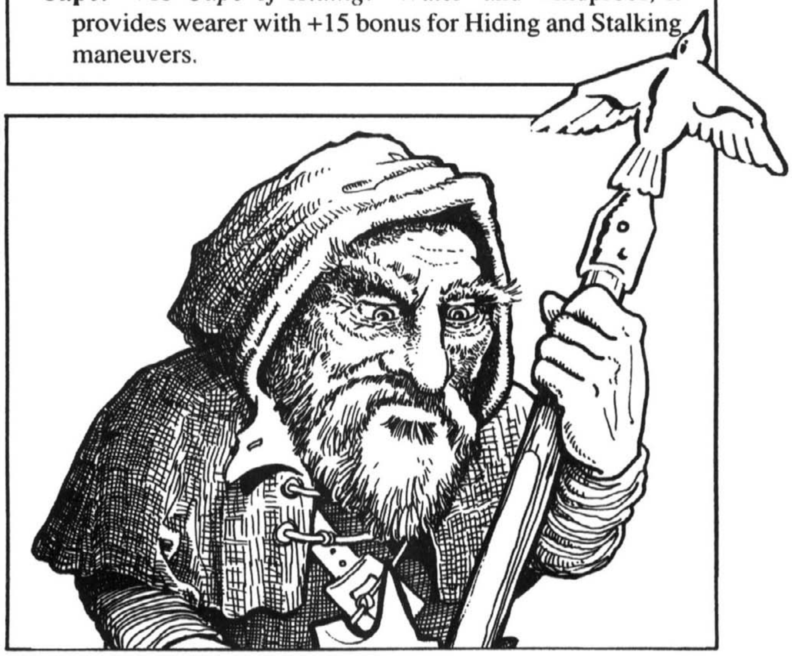
NOTE: *Gimli, of courrse, accompanied his father to the Council of Elrond in Rivendell in T.A. 3018. He later became a part of the Fellowship of the Ring.*

GIMLI

Lvl: 8 (21 after F.A. 1).
Race: Dwarf (of the House of Durin).
Profession: Warrior/Fighter.
Home: Erebor, the Lonely Mountain.
***RM Stats*:** St-99; Qu-94; Em-77; In-98; Pr-74; Ag-92; Co-100; Me-98; Re-91; SD-83.
***MERP* Stats:** St-99; Ag-93; Co-100; Ig-87; It-98; Pr-74.
Appearance: 84.

GIMLI'S PRINCIPAL ITEMS

Axe: +25 *Axe of Shield- and Orc-slaying* fashioned in Erebor before T.A. 1977 and refined in the Blue Mountains. If it strikes a shield, the shield-bearer must make a RR (at his lvl), failure resulting in the shield being cleaved in half.
Shield: A +30 *Shield of Delving*, enables bearer to ascertain nature of any weapon striking the surface.
Hammer: +20, strikes as a flail.
Boots: Dark brown, they are *Boots of Stone-running*.
Cape: +15 *Cape of Hiding*. Water- and windproof, it provides wearer with +15 bonus for Hiding and Stalking maneuvers.



20.0 ADVENTURES

Adventurous souls will find no lack of excitement in Rhovanion. Most will find simple travel through the region challenge enough. For the ambitious, however, a variety of adventures are outlined or suggested below.

20.1 GREY MOUNTAIN ADVENTURES

The foothill region to the south of the Ered Mithrin are relatively tame compared to the rest of the range. The animals common to the scattered woodlands and rolling hills of Rhovanion are all in abundance here. In addition to the pleasant and mundane, one can greater challenges.

20.11 GREY MOUNTAIN ORCS

Perhaps the worst danger are the two organized Orc tribes which reside in the passes of Cirith Mithlin (S. Greymere Pass") to the west and Cirith Himninond further east (S. "Cool Water-rock Pass").

Uruk-erag

The western group, known as the Uruk-erag, is led by the Warlord Shagrath and numbers 240 warriors. They live in an underground complex with three cavern entries (set at 3500, 3800, and 3900 feet) overlooking the eastern slopes of the pass which is the core of their domain. Shagrath occasionally pays homage or tribute to the Orc-lord of Gundabad; his forces serve in the Forurukhoth (S. "Northern Host") when forcefully called, and will later be at the "Battle of Five Armies." The Uruk-erag mine iron and small portions of silver and hunt men, elk, and other large game in the upper vales of the Mithlin to the south. Patrols of twelve or eighteen Orcs (one 6th level, three 3rd or 4th levels, and the balance 1st and 2nd levels) scout the territory within ten miles of the pass during night or dark hours of winter days. Nine parties operate from the caves called Udrabax (Or. "Valley Hold?") in three shifts.

Lor-uruk-shab

The eastern tribe, the Lor-uruk-shab, is led by (14th level) Cro (Girishag). His army numbers nearly 300 and live among the ruins of the First Age Orc-hold known as Tuwurdrog. Their citadel consists of a rude tower and two granite cave fissures surrounded by a semi-circular, loose stone wall; the complex is perched on a granite outcropping on the south side of a small lake, two miles northeast of the entry to the Cirith Himninond. Cro is more in dependent than Shagrath but still remains sensitive to the master of Gundabad. Thus the Lor-uruk-shab generally have free rein along the northeastern Ered Mithrin. Watches manned by lurgs of six Orcs (one 3rd level, three 2nd level, and two 1st level warriors) are set 500-1000 feet below the rim of mountains for thirty miles to either side of the pass. Each site consists of a two-room, twenty-four foot oval tower surmounted by a torch signal stand, and is situated to command a clear view to the north and east or west. Patrols are about only in times of extreme need. This is perhaps due to the relative lack of discipline among the tribe, beings so far from more centralized power.

Like the Uruk-erag, the Lor-uruk-shab are lesser Orcs and favor curved swords and bizarre pikes; they are occasionally adept with the short-bow. Cro, Shagrath, and a handful of the inner circle, however, are Uruk-hai. Neither Orc tribe enjoys the company of the other and trade is quite modest; each speaks its own related dialect and respects little but power.

Asharag

During the late spring, summer, and early fall Rhunnish supply trains bound for Angmar skirt the southern mountain face along protected but rugged tracks (the Men Rhúnen). The wagons, carts, and Men from the East are guarded, particularly at night, by the Orc of the Asharag tribe. Ukog the Lame is the (15th level) lord of this force of some 420+ lesser Orcs and nearly 100 Wolves. Ten Asharag bands, each numbering about twenty Orcs (one 6th level, one 5th level, six 3rd or 4th levels, six 2nd levels) and six Wolves, patrol the foothill region between the Cirith Mithlin and a point twenty miles east of the Cirith Feadin (S. "Pass of the Silent Spirit") during the dark hours throughout the year.

The remaining portion of the tribe remains at Ukog's stronghold Surgax Ukog, in the hills east of the Cirith Auris (S. "Hot-cleft Pass").This site is a fortified mountain cleft, with tunnels cut into both sides of the precipitous basalt cliffs. A twenty foot high wall spans the opening into the crag; the only entry is through a 9' x 9' iron door which opens inwardly and can be reinforced by a thirty tone stone. The enormous rock can be moved on great oak rollers in a remarkably short time. Along the inner face of the guard wall are ramparts from which the Orcs can mount a credible defense. This position is further protected by positions set some sixty feet up into the cliffside. Two cave chambers, each accessible by winding passages from the cleft below, overlook their respective sides of the wall below. The only way up to the stronghold from the the valley below is by way of a severely slopes, 9' wide switch-back path. Stores for three months can be kept in the cool ice-lined ware chambers, and a fortune of nearly 3,000 gp in precious metals, coins, and jewels is locked in the treasure hold.

A small gold mine is reputedly nearby. Continual income is a necessity, for like all the local Orc tribes in the region, some tribute is always bound for the chambers beneath Mt. Gundabad.

The Orc Mines

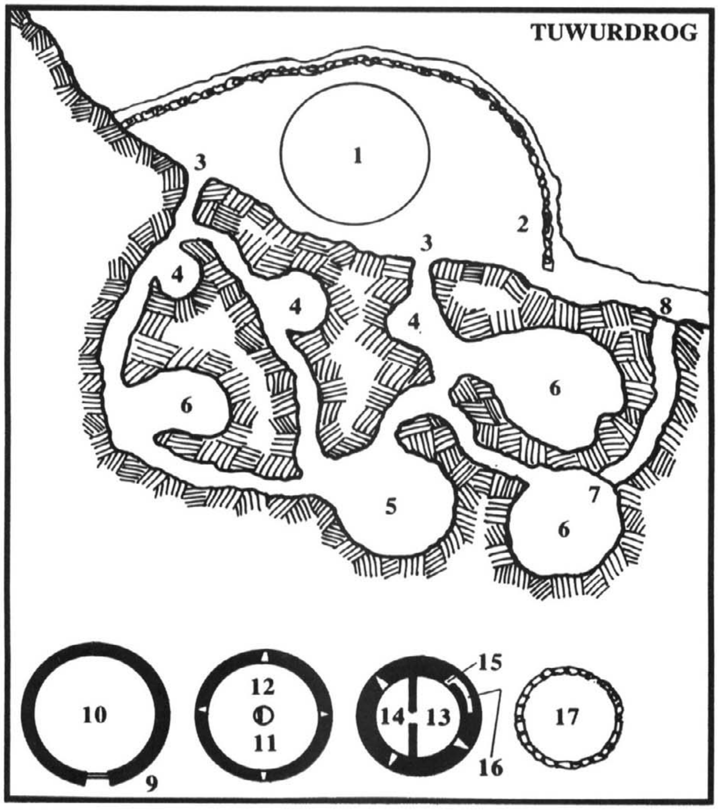
The principal reason for journey in this area revolve around the abandoned Orc mines of the First Age, and the considerable caches which can be found among the three tribes or in the Troll holes of the foothills. The Trolls, even in this desolate region, often hoard gold and a few jewels and/or magic weaponry (typically 300 gp total) and normally live alone or in bands of two-five. The Orcs maintain the wealth of over two ages of mining activity in the region; their citadel storerooms generally contain upwards of 2-3000 gp and assorted quality weaponry. In addition, tribute caravans bearing loot for the treasure-holds of Gundabad and Angmar occasionally cross the lowland trails during the warmer nights of summer. The heavy iron-reinforced carts (usually 4-6, each carrying around 100 gp) are guarded by two "lurgs," or twelve Orcs, and are accompanied by Orc drive teams (two Orcs per cart) and a sixth-level commander.

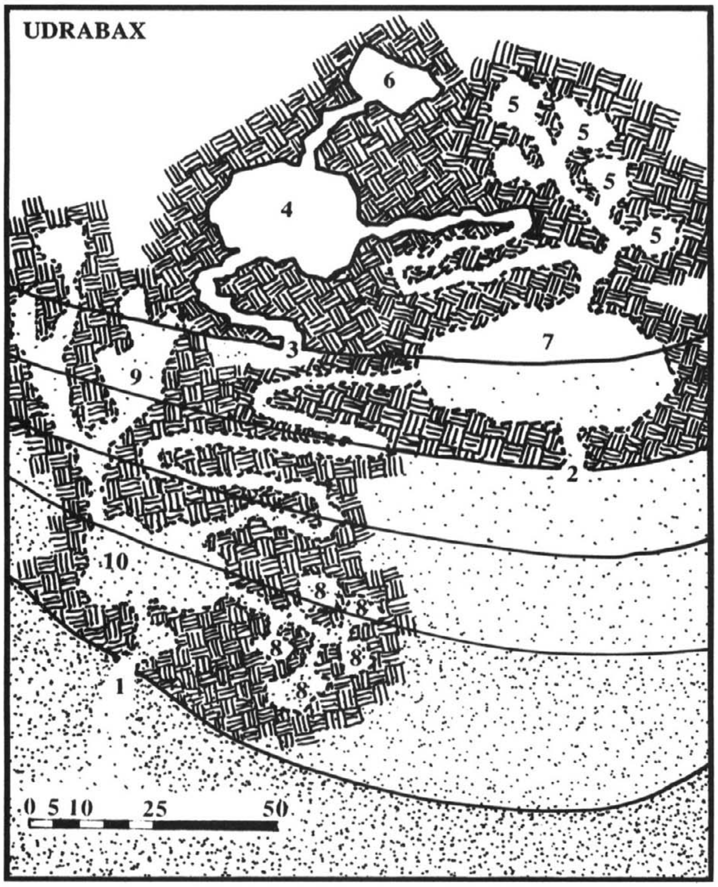


20.12 TUWURDROG

Actually the ruin of a First Age Orc-hold, Tuwurdrog is composed of a dilapidated tower and a small cave complex surrounded by an unmortared wall and perched on a granite outcrop along the southern edge of a small lake.

1. **The Tower**. See numbers 9-16 for details.
2. **Wall**. Of unmortared rough stones, about four feet high.
3. **Cave entries**. Very narrow on the outside, they gradually widen as one proceeds inward.
4. **Guardposts**. One Orc on duty at each at all times. Shifts are every six hours.
5. **Armory**. Basically spare scimitars, a few short bows, and eight sets of poorly made reinforced leather armor.
6. **Living quarters**. Very crude, dirty and smelly.
7. **Secret door**. Not very well made, +20 to detection attempts. A long winding passage leads to an exit (#8).
8. **Exit.** hidden from the enclosed area and leading away from the lake.
9. **Door to the Tower**. Crudely made, as it was a recent addition (the original having long ago rotted to dust), the door is still strong, with a heavy wood bar that can be secured across it on the inside.
10. **First Floor**. This room is basically a meeting and feasting chamber for the Orc warriors when there is an occasion for such. There is a hole in the center of the ceiling, and a ladder provides access to the second level (the wooden spiral stair once there also having disintegrated over the centuries).
11. **Second Floor**. There are four windows, arrow slits actually, spaced evenly about the perimeter of the room. This area serves as Cro's" office".
12. **Ladder.** Leads to the third level.
13. **Outer room**. Two guards are always on duty, in six-hour shifts. A heavy curtain hangs across the door to #14.
14. **Cro's quarters**. A stinking hole by most standards, Cro's room is superior to any others at Tuwurdrog.



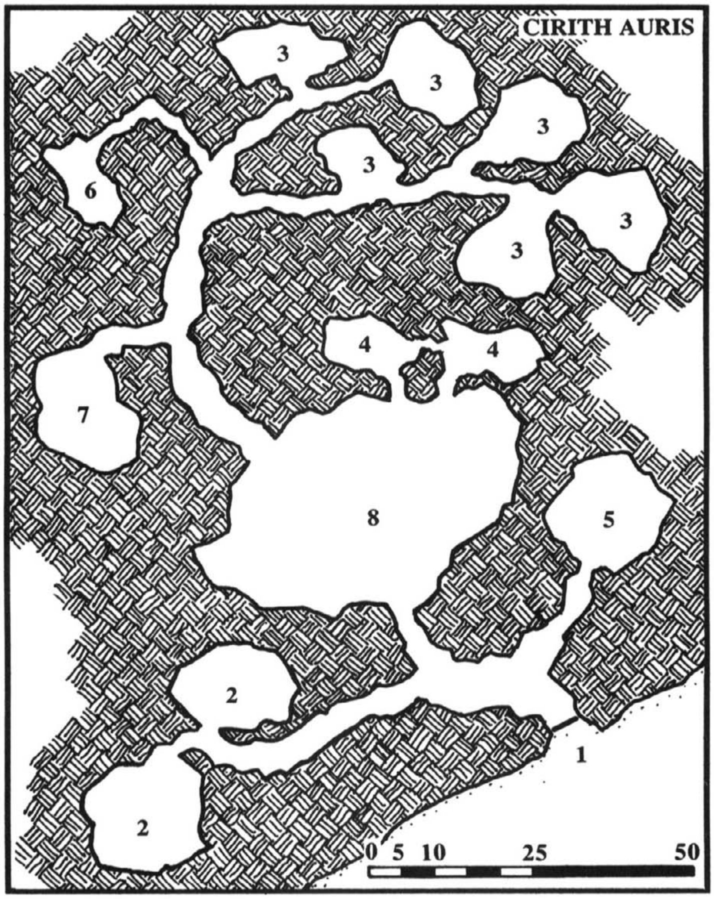


15. **Secret door**. Good construction, hard +20 to locate. It holds Cro's treasury: 120 gp, 287 sp, 500 bp; a +15 sword, a +10 shield, and a bracelet which allows the wearer to see under water, even in the murkiest lakes, to 100' clearly.
16. **Ladder.** To roof.
17. **Roof.** Ringed by a three foot high wall, the roof is otherwise an unbroken surface.

20.13 UDRABAX

The Orc-hold at Udrabax consists or rough caverns tunneled into the mountain by the Orcs. There is little rhyme or reason to the layout, and the Orcs use any chamber that comes in handy for living and sleeping.

1. **Entrance at 3500 feet.** Barred by an iron-bound door. Two Orcs stand on guard here at all times.
2. **Entrance at 3800 feet.** Barred by an iron-bound door. Two Orcs stand on guard here at all times.
3. **Entrance at 3900 feet.** Barred by an iron-bound door. Two Orcs stand on guard here at all times.
4. **Storeroom.** These contain foodstuffs, some weapons, leather, iron ingots, tools, etc.
5. **Living/sleeping quarters.**
6. **Treasury.** This room contains about 2,000 gp worth of gold, silver, jewelry, and gems. In addition, there are three +15 Númenórean longswords (magic), and one +20 magic breastplate.
7. **Main hall.**
8. **Prison.** Each cave-like cell is enclosed by iron bars. Currently empty.
9. **Iron mines.**
10. **Forge/Workshop.** Here the Orcs work the iron they mine, making primarily weapons.



20.14 CIRITH AURIS

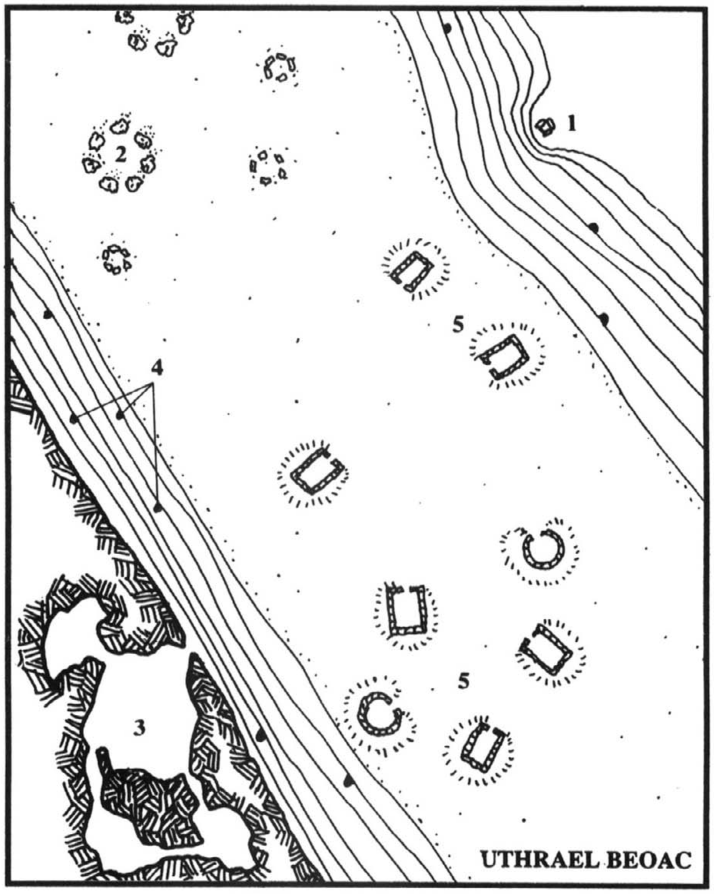
1. **Iron bound door.**
2. **Stable.** Each of these caverns houses 25 Wolves.
3. **Living quarters.**
4. **Storerooms.**
5. **Prison.** Two Orcs are always on guard here. Prisoners are chained to the wall and the prison area is secured with iron bars.
6. **Treasury.** Protected by a large iron-reinforced door which is kept locks. The lock is extremely hard (-30) to pick. In addition to a large quantity of gold and silver (GM's discretion), this room contains several magic items; +15 quarterstaff which can be thrown as a javelin, an amulet which is a +3 essence device; +20 *Sword of Troll-slaying*, and a *Cloak of Wind-running* 3x per day.
7. **Armory.**
8. **Main Hall.**

20.15 THE UTHRAEL BEOAC

High up in the Ered Mithrin lies the mysterious valley of Uthrael Beoac, reputedly haunted by Wights and Werewolves. Long ago, in the First Age, the valley was sacred to an ancient tribe of Men now long forgotten. Here they buried their dead in barrows or in cliff tombs, recorded the movements of the sun and the seasons in stone circles, and watched the motions of the stars from the Thyrn Sûl (Rh. "Wind Thrones").

Although the Men who once occupied the valley were not evil, the Uthrael Beoac has become a haven for Wights and Werewolves. Virtually all of the tombs are haunted by minor or lesser Wights, and to increase the danger, these Wights often leave the their tombs during the hours of darkness and go in search of prey. The Werewolves too, jealously guard their territory, and hunt all who enter the vale.

1. **Thyrn Sul.** Built on rocky outcroppings on cliff sides, a Thyrn Sul consist of a large, rough-hewn stone seat which resembles a crude throne. Once there were narrow trails leading to the thrones, but these have been washed away with the passing ages.
2. **Stone circle.** These can vary dramatically from large circles marked by huge boulders or earthen rings to smaller rings marked by flat stones which have become nearly overgrown. The larger circles are the favorite gathering places of Werewolves.
3. **Tomb of Uthinac.** This cliffside tomb holds the remains of the most powerful of the ancient kings of the valley and his family. It consists of one large chamber and three small rooms. Unlike most of the other tombs and barrows of the valley, the massive iron-bound door of this tomb is still intact. The tomb also contains an unusual amount of treasure; there is three thousand gold pieces worth of gold and jewelry on the body and in moldering chests in the chamber. Most valuable of all, however, are the weapons and armor of Uthinac; +20 magic chainmail helm, and shield, +30 sword of slaying lesser Drakes. The tomb is haunted by a major Wight, who will sometimes leave the door to the tomb ajar.
4. **Cliff tomb.** These are natural caverns which have been converted into tombs by the addition of sturdy doors which have long since collapsed. They are haunted by minor or lesser Wights and contain between 100-500 gp, worth of gold and gems. All weapons and armor have long since rusted away.
5. **Barrows.** These consist of a single stone chamber either square or round, which has been covered with earth. Like the cliff tombs, they are haunted by lesser or minor Wights and contain between 100-500 gp worth of treasure.



20.2 ADVENTURES IN MIRKWOOD

The "wildest" sections of northern Mirkwood are those outside the sway of Thranduil's folk. These areas surround and include the central highlands and Mountains of Mirkwood and extend northward nearly as far as the Taurduin (aka "Taurhîr") valley. In the farthest western sections of the wood the murky wilds cover the whole of the forested territory, all the way to the clearing that separates the trees from the Ered Mithrin. Throughout these shadowy stretches the undergrowth is dense and often nearly impenetrable. Good water is uniformly scarce. Giant Spiders abound. Dank mists permeate the darkened depths.

Adventurers in this section of Mirkwood are traveling through what was once called Greenwood the Great, and there are a number of abandoned Mannish and Elvish sites. The lack of stone construction, murky mists, deep shadows, and rampant groundgrowth make these spots rare finds, but some folk might find them worth hunting. Mirkwood has claimed much in the way of riches. More dangerous obstacles are evident, however. Occasional hostile or overly-suspicious Woodmen or Beijabar groups travel some of the more guarded trails, and unfriendly beasts are commonplace. Giant Spiders and various other unsavory fauna populate the landscape. An adventurer in this area is hard-pressed to find a sanctuary from danger; action is the norm.

The Nan Gûlduin (S. "Valley of the Enchanted River") is a more dangerous setting for adventurers. Those who are unfortunate enough to partake of the cool, bewitched waters fall into a deep coma-like sleep, within which nightmares abound. Too great a sampling results in (1) perpetual sleep or (2) an agonizing death. Since feeder streams and other sources of freshwater are scarce in this area, the temptation to drink the "Waters of Sorrow" is great, and one should take care to bring his/her own full waterskins. A journey to the upper vales of the Emyn-nu-Fuin or the Nan Taurduin (and the northern tributaries) is a prerequisite to finding good water in the north of Mirkwood.

Giant Spiders are exceedingly common in the Nan Gûlduin, and this may account for the relative scarcity of Orc incursions. Orcs, Trolls, Wolves, Wargs and Bats are quite common as one reaches the upper Gûlduin, however, for the tribe Shirkag makes its home in the wooded canyon about twenty miles downstream from the Goriwing. This grouping of about sixty lesser Orcs (two 10th, six 6th, nine 5th, thirteen 3rd and thirty 2nd levels) is led by the Uruk Drurgangra (B.S. "Wolf Jaws"?) and pays homage to the "Master of the Falls." (Actually Lhachglin never sees these minions, preferring instead to send his Dindae— the heinous Slyardach.) The other servants of Darkness found in the area are disorganized scavengers; they are about because of the atmosphere, not out of strategic need.

Perhaps the most dangerous part of Mirkwood, however, is in the southern part of the forest. Soon after his rise at Dol Guldur around T.A. 1050, Sauron of Mordor marked it as a base for future operations. In T.A. 1276 the Ringwraiths (Khamûl, Adûnaphel, and Ûvatha) entered these highlands through what are now locally called the Emyn-i-Thang (S. "Hills of Oppression"), the western foothills. The Emyn-i-Thang section of the Emyn-nu-Fuin now serves as a sanctuary for those forces of Darkness journeying from Dol Guldur to Angmar; it also harbors Orcs assigned to guard this crucial Sauronic artery. The (18th level) Olog-hai (Black Troll) warrior Wodûrishak (B.S. "Horse-slayer"?) is lord of the area and commands a host of some 180 lesser Orcs, 30 Uruk-hai, 30 Wolves, countless Bats, and 5 other Olog-hai. Their main hold is built in the caves above the Northman ruin at Tumsarna (S. "Vale of Scree"). "Lurgs" of 24 lesser Orcs (six 3rd, twelve 2nd, and six 1st levels), accompanied by 3 Wolves and commanded by an "Uruk," patrol the dark forest to the north and west of the hills; at night, the open glens fall under watch. In order to assure themselves of a relatively low profile, the foul creatures do not regularly trespass upon the Men-i-Naugrim. Nonetheless, nighttime travelers are often "lost" to the mysteries of Mirkwood.

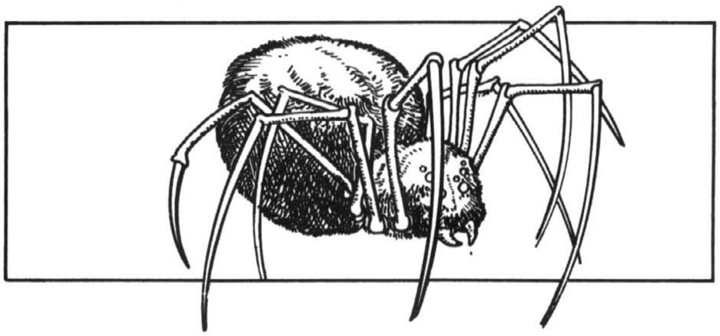
20.3 ADVENTURES IN THE OPEN COUNTRY

This region encompasses the whole of the plains and hill-land lying between the Celduin and Carnen; it also includes the Nan Celduin, Nan Annen, and Nan Carnen. Scattered woodland and grasslands predominate, although the river valleys can be relatively lush in places.

Adventurers traveling along the well-trodden but narrow dirt roads of this territory might be surprised by the amount of traffic. The Plains Northmen (Rh. "Gramuz") use these arteries to bring their wares westward to Esgaroth and the Men-i-Naugrim, and southward to the river settlements. Occasional groups of well-guarded Dwarves from the Iron Hills or points north also bear goods for market. Most travelers along these routes camp in traditional hollow-sites where well-defined and well-used fire-pits and grassy bedding spots allow for a little comfort. There are real inns in this part of Rhovanion. Nonetheless, some seek better accommodations among the local Gramuz, and the Northmen are usually willing to provide a paying guest with a spot in the stable, loft, or common room. Larger local taverns regularly allow visitors to stay in outbuildings with the beasts and/or stores. Since the Gramuz are traditionally protective of their own and often suspicious of travelers, access to their villages or homesteads, particularly for non-Northmen, is quite limited. Some villages (Rh. "Maedwe-dukas") which were badly stung by the Plague will refuse (or in isolated cases kill) those perceived as "trespassers."

20.31 RAIDING

The Gramuz have fewer horses than their brethren the Éothraim. Both groups, however, suffer from the horse and cattle raiding that has characterized the area for the last few years. Renegade groups of Northmen and Easterlings operate from the local highland valleys and prey on poorly protected herds. Occasionally, these mounted brigands will strike travelers on the roads as well, but these occurrences are generally restricted to folk they view as both weak and wealthy. Both the local lords and the King of Gondor have offered rewards for aid in their quest to bring peace to this land; 10 gp is the standard reward for useful information, and between 3 and 200 gp has be offered for the head of a proven raider. Due to the remoteness of the culprits' lairs, no great military action has been taken against them. In addition, local rumors claim that the strongest of these renegades, one Dieraglir of Relmether (reputedly a 14th level Scout/Rogue), has a force of nearly a hundred warriors which operates out of a mysterious and impregnable cave complex in the central hills.



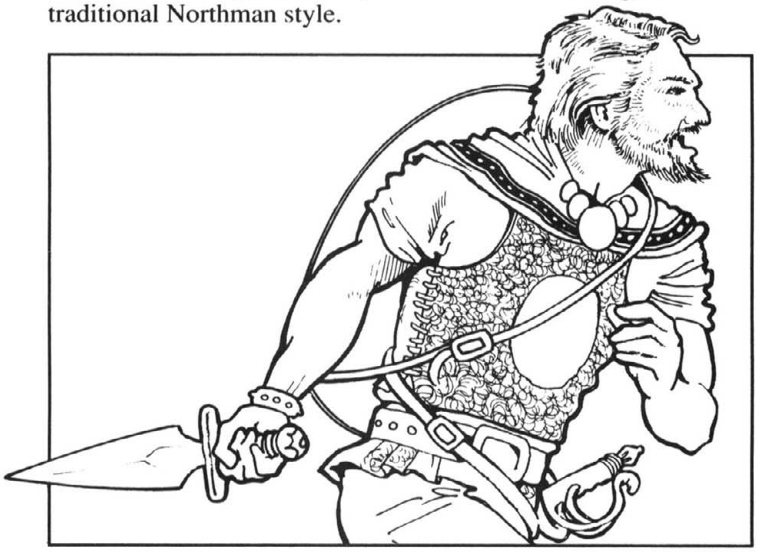
The days when the Éothraim raided each other's herds and encampments have passed, but a few groups of outcasts occasionally attempt the old practice, exciting attacks involving the counting of coup rather than any killing. Among the Northmen, however, the penalty for such a raid is often death, particularly when it involves a nighttime incursion.

20.32 ACTION IN THE NAN ANNEN

The adventurer will find the Nan Annen (S. "Long Lake Valley") to be generally placid. Most of the Northmen in the region live in Esgaroth or along the western shore of the lake. Another large concentration lives near the two great mills below the Lindal (S. "Mere's End"), the great eighty-foot fall which marks the south boundary of the Annen. On the east side of the lake hearty fishermen and a handful of farmers, hunters, and herders live in relative isolation. No real towns lie in this area; instead, seasonal gatherings provide for unity and trade. Some make occasional pilgrimages to Esgaroth by boat or foot, particularly around the time of the market days. Gramuz (Rh. "Plainsmen" = "Plains Northmen") from east of the Nan Annen use the hills as summer pastures for their fine steeds.

Trade on the lake and along the western road is fairly constant, although the Great Plague has made folk a bit more suspicious. Adventurers uninterested in trade, however, will find their greatest challenges among the ruins of the numerous settlements which once dotted the shores of the Annen or sat alongside the Celduin below the Lindal. Ancient Londaroth by the Lindal was once the main town in the region and began to be replaced by Esgaroth around T.A. 1450. The latter was better protected and offered a better location for water-borne trade. Londaroth had been built because the falls interrupted travel up and down the Celduin, but most sojourners felt the additional time to Esgaroth was tolerable. In addition, Lake-town was more accessible to those bringing goods from the North or overland from the East, especially materials bound for Thranduil's Kingdom.

About two hundred people lived in Londaroth as late as T.A. 1635, but the Plague reduced the town to a little over fifty, most of whom have just begun to resettle after fleeing the accursed, unseen enemy. The stone foundations of the old town still exist, however, and some of the buildings (e.g., the old citadel of the Masters) are still very much intact. Current residents live in new or restored houses built of granite and/or limestone and designed in the traditional Northman style.



The miller Viloric (a 5th level Scout/Thief) and his sister Woedwyn (a 7th level Mage/Alchemist) are the richest inhabitants of Londaroth. This is primarily due to Viloric's connection to the smuggler Kynoden. Despite the value of their mill to Esgaroth and the other lake communities, its income pales before that derived from the brisk illegal trade. (See the Master NPC Table for more on Woedwyn.)

20.4 PC POSSIBILITIES

Since player characters, like the GM, will generally give as much as they receive, it is usually wise to give them a past they can relate to and a foundation with which to build. The following suggested PC backgrounds will enable the GM to start characters with less thought than is normally required.

— Camthalion's young son or daughter, a Silvan Elf who longs for his/her sister Namirë.

— A wood-elf, child of Ohtar of Celebannon. He/she seeks the lost jewel Sarn Amarth (see 21.0), and has a clue that it may be among the ancient ruins of Caras Amarth (see 14.3). The jewel is probably evil and may be an aid to the power in Dol Guldur.

— A Wood-elf, younger brother or sister of Heladil the warrior. This young Elf seeks knowledge of the nature of the Gûlduin, and why it is enchanted.

— A Mannish traveler, perhaps from Gondor proper, who seeks adventure along the Kingdom's old frontier. He is staying in the Vodagarzun and has (1) learned of the rich booty to be found in the Ered Mithrin, and (2) become infatuated with one of Odavacer's daughters.

— A young adventurous resident of Londaroth by Lindal whose family was abused by the miller Viloric. (No proof exists, but Viloric may have murdered the PC's sister in an act of passion.) Strange encounters between Viloric and some shady folk from Esgaroth have given rise to suspicion, and rumors persist concerning the cruel Woedwyn's mysterious trips to the east.

— A child of a Gramuz family which was murdered by the mounted raiders of Dieraglir. The entire village (Rh. "Maedwedukas") was burned to the ground, but the young PC had been away with his old uncle, fishing in the Celduin.

— Young brother or sister of Jirfelien, attacks by the Thyn's wife Súlwyn, and her overbearing Dalethéod clan have long irritated the Aldurlingas. In addition, Jirfelien herself appears in danger.

— Child of Béawyn the Seer. This PC seeks proof of Béawyn's claim of evil in the Lonely Mountain and hopes to restore the old woman's reputation. Suspicious activities by the Dalethéod have long made Béawyn believe that her credibility was a danger to some. In addition, the remains of Théaláf have never been found.

— A young Dwarf seeking knowledge of the "strange lights" he saw in a valley northwest of Barak-shathur. Tales of a foul curs which has claimed the lives of three other young Dwarves in recent years are unsettling, but will not stay curiosity.

— A young Wood-man who wishes to purge the Western Eaves of any invaders, who currently number many, since refugees from the Plague have fled into the Forest. He attempts to develop a partnership with the Beijabar just north of the Tree-city.

— An Elf from Lórien who, learning of the dissolution of the Northmen's society in the Eastern Eaves, brings a troop of Elves back into Mirkwood Forest hoping to discover the ancient Elven Ring of Cor Angálaladh.

— A direct descendant of Vidugavia who summons the help of scattered Northmen and attempts to push all fugitives from Gondor back across the River, returning the lands east of the Anduin to his kind.
— A Dwarf from northern Rhovanion who comes to Dol Guldur, following a dream-vision in which he learned that a wise and ancient Dwarf was still entrapped by Orcs in the mountain.
— A bird-woman, attendant to Radagast, who stays behind at Rhosgobel after he begins his yearly wandering and fends off Orcs who had been waiting in the shadows to besiege his home.
— Leader of a band of Northmen from the Plains who wish to explore Dol Guldur and determine whether any living things inhabit it.
— A Hobbit from across the River Anduin who wanders into the forest seeking to learn which forest herbs have magical powers and whether any might be made to grow in riverside Stoorharbor.
— A leader of the Northmen who, in concert with rulers from Gondor, musters Northmen forces against invasions from the East but quickly learns that the Nazgûl are the more serious common enemies and begins plotting against their destruction.
— Any character wishing recovery of one the items described in Section 21.2.



20.5 SUGGESTED STORYLINES

— Acquire 5 crates of Dwarven nails for renovation of Tree-town now crumbling under weight of fugitives from the South.
— Gather enough materials to create a second-story walkway from one Tree-house to another, making it impenetrable by Orcs.
— Trade whatever goods are available for 150 pounds of grain, to be found among the Northmen of the Plains of Talath Harroch.
— Visit Radagast and secure from him medicinal herbs to prevent any more children from dying of the post-plague fever.
— Trap and cure, or kill as need be, a trained mountain lion which has gone wild after eating plague-infested food.
— Fend off invading Men from the East who wish to kidnap animals and enslave them in a newly formed village northeast of the Old Forest Road.
— Needing more netting for curtains and rugs, attempt to befriend white Spiders of southern Mirkwood and introduce them to animal community of Western Eaves.
— Search forest heights for wild bears to bring home and supplement now dwindling supply of house servants.
— Defend homestead against Orcs, looting for weapons and goods.
— Search out underground treasures left behind by Entwives underneath the Brown-lands. Investigate rumor that Entwives still live underground.
— Seek provisions stored in Dol Guldur to round out meager harvest of this year.
— With aid of Radagast, call upon Eagles to investigate the principal powers alive in the depths of Dol Guldur.
— Plunge into the depths of the forest, looking for new food and medicinal crops to bring home.
— A shadowy man claiming kinship with Vidugavia but more likely one of the Nazgûl has been roaming from Northmen house to house asking suspicious questions. Find him and discover his intentions.
— Join a company bound to investigate the source of all shadows in Dol Guldur.
— Having heard from Radagast that a potentially friendly Spider dwells deep in Dol Guldur, with powers useful in a concerted effort to overthrow the Evil therein, construct a plan to find and solicit that Spider.
— Radagast has given you an ancient book of Northmen wisdom which may translate the gravestones in the midst of Mirkwood, thus revealing important secrets about the powers still at work today.
— Radagast has invited you for dinner, but the celebration is invaded by roaming Orcs. You think you spy a Nazgûl in the distance, but Radagast cannot be convinced to open the ceiling door going up to his outpost.
— Cleanse the Mountains of Mirkwood of Fell Beasts.
— Sojourn into the Ered Mithrin in pursuit of a marauding Dragon or Drake.
— Destroy the Cult of the Long Night.

21.0 APPENDIX

The following data will add flavor to your campaign.

21.1 ECONOMIC TABLES

Trade in Rhovanion is largely based on barter. Nonetheless, a silver standard of sorts exists and operates in more settled locales, particularly Dale and Esgaroth. The Wood-elves of Thranduil's Kingdom respect currency and even mint a little of their own on commemorative occasions, but they still prefer to deal in refined goods and precious substances. The material below summarizes the chief exports, imports, and monetary units of the principal trade centers of the region.

21.11 TRADE IN RHOVANION

The Mietan (Rh. "Measure"), Esgaroth's silver piece, sets the standard for evaluating the worth of coins in Rhovanion. Consistent purity and widespread circulation account for its tremendous respect.

For purposes of this chart, 1 sp = 1 mietan.

Area	Exports	Imports	Currency
Esgaroth*	Cloth, barrels, fish, grain, candles, wide variety of finished goods. principal market-place.	Raw and finished goods of all kinds.	Mietan=1 sp Mael=1/2 cp
Dale*	Grains, cut stone, finished metal-work, weaponry, salt, jewelry, beer, dairy goods, glass, wool.	Meat, wine, raw metals, non-wool cloth, paper, spices candles. (6 ip=1 ap)	Feladoel=1/2sp Moel=1 cp Airen=1 ip
Wood-elves*	Wood-craft, raw wood, fish, salted foods, long bows, fine cloth (e.g. spidersilk), jewelry, herbs, fruit.	Wine, metals, wool, peculiar goods.	Mostly barter. Rare coin. Celeban=5sp
Wood-men	Wood-craft, hides, beeswax, herbs, furs, salted meat.	Beer, wine, cloth, weapons, various finished goods.	None.
Beijabar	Honey, beeswax, furs, hides, oak-craft, mead.	Raw metal, cloth, weapons.	None.
Dwarves*	Raw metals, metal-work, gems, stone-work, weapons.	Mead, beer, heavy wines, salted meat, cloth, oils.	Mazuldar=1gp Ziguldar=5 sp Ghaladar=1bp Ghuladar=1/2cp
Gramuz	Grain, horses, salted meat, linen, beer, pottery.	Wool, metal-work, weapons, salt.	None.

Note: *Based on mietan as standard sp, the exchange rate is: 1 gp = 25 sp; 1 sp = 5 bp; 1 bp = 2 cp; 1 cp = 6 ip. Variations due to time, politics, a coin's purity, and basic circumstance occur frequently. This area has considerable trade, but a highly fluctuating norm of exchange. An * indicates that coins are minted, at least occasionally.*

21.12 SUBSISTANCE COSTS

Need	Esgaroth	Dale	Gramuz	Dwarves	Wood-elves	Beijabar	Wood-men
Light Meal	1/2 cp	1/2 cp	B2 ip	1 cp*	B1 cp	n/a	B2cp
Normal Meal	1 cp	1 cp	B1/2 cp	2 cp*	B2 cp	free*	B3 cp
Heavy Meal	1 1/2 cp	2 cp	B1 cp	4 cp*	B3 cp	free*	B5 cp
Week's Rations	5 cp	6 cp	B4 cp	1 sp*	B8 cp	free*	B15 cp
Week's Preserved Rations	1 sp	15 cp	B7 cp	2 sp*	B9 cp	free*	B2 sp
Poor Lodging	1/2 cp	1/2 cp	B1 ip	2 cp*	n/a	n/a	B3 cp
Average Lodging	1 cp	1 cp	B1/2 cp	6 cp*	B1 1/2 cp	free*	B8 cp
Fine Lodging	3 cp	4 cp	B5 cp	n/a	B3 cp	free*	n/a

Note: *Costs preceded by a "B" indicate that barter is the norm. Currency may be used in certain cases. An* means that there is extremely limited access to the commodity or service; friendship, kindness, or connections must normally be relied on.*

21.13 COST VARIABLES

The following guidelines can help the GM determine a commodity's price, regardless of locale.

1) Goods are cheaper in the rural areas of origin or in towns;
2) Basic services are cheaper in rural areas;
3) Exotic or refined services, if available, are cheaper in towns;
4) Enchanted items are cheaper and more prevalent in towns or among the Wood-elves and Dwarves;
5) The Seasons play a major part in some pricing. For example, harvest time is in the fall and grain is most expensive during the period between late winter and mid-summer. Fish and meats are rare and expensive during the mid to late winter; see section 3.0 for weather chart;
6) Suggested cost multipliers might be:

Native commodity— 1/2x
Commonly available or usual import— 1x
Periodic import or off season— 2x
Rare commodity— 3x
Banned commodity— 5x

7) Steady trade occurs along Rhovanion's main thoroughfares, particularly the rivers and the early-to-mid Third Age Men-i-Naugrim. Prices are often lower, and availability of goods and services higher, among folk living by these routes.

21.2 ENCHANTED ITEMS

MOST POTENT

Sarn Fëanaur: (S."Fire-spirit Stone") Mid-S.A. Haudh-en-Aiganaur. Clear sphere; 6" diameter. Holder of orb can capture the soul of target within 100'; attack level = 20 + user's lvl; user can then control soul-less body within 300' or employ a 100' flame bolt of same level which burns away soul and kills hollow body of target. If orb is separated from user's physical person, target's soul returns to body. Usable once/day. Holds one soul. Dark-elf construct. Weighs 2 lbs.

Arkenstone: (Passim) Post T.A. 1999 Erebor. Priceless jewel; clear with a inner glow of white flame. Dwarven symbol of lordship over "Kingdom Under the Mountain." Bestows holder with strength of body and purpose; allows +20 for OB, DB, RR, and maneuvers.

Mothras: (S. "Dusk Horn") Late S.A. Gondmaeglom. Dragon horn; 18" curved instrument with 1 oz. mithril mouthpiece. When blown, user can summon 1-20 beasts of any one type desired, their lvl not to exceed user's. Creatures arrive in rds = number summoned and will stay with user until battle over or

30 minutes pass, whichever is longer, but user must concentrate to direct them. 3 lb Mannish tool created by "Middle Men," possibly Northman ancestors.

Rimalagon: (S. "Sound Of Many Wings") Of tooled leather, it is a headband just over an inch wide, with four bird feathers secured in bronze clasps about the perimeter so that they dangle. The headband allows the wearer to physically transform instantly into one of up to four different bird types (as represented by the four feathers: sparrow, crow, small hawk, eagle) He/she can become each type once per day. Each shape-change lasts up to three hours.

Fonhrad: (Rh. "Quick Fang") A spear of rare Dyr-wood (a very hard, black wood) tipped with a golden head, it can be hurled at targets as far as 100' away with no distance subtraction. The spear also has a +20 bonus, and the head glows with a yellow light within 100' of Orcs. In addition, it returns to the hand of its wielder after traveling 100' or striking an object (whichever occurs sooner).

Hollenilon: (S. "Closer Of Paths") To all appearances merely an unadorned 5' long staff of oak, the Hollenilon is activated by tapping the lower end (the bottom is tapered) on the ground. Thereafter the path behind the carrier of the staff (until it is struck to the earth again) is blocked for 24 hours by whatever vegetation is nearby. Naturally the effectiveness of the blocking is subject to the amount of plant-life in the vicinity. Ideally this staff is used in the forest or where there is ample flora. The path in these cases is completely closed, and in fact hidden, even if a cleared way had existed before. The staff also will part most growth before the holder if he is moving through dense underbrush.

Potent

Míramarth: (S. "Doom Jewel") Late F.A. Caras Amarth. 1/2" black stone encased in clear blue jewel 2" in diameter. When "at rest" and exposed it creates a 30' x 30' x 30' area of impenetrable darkness. When covered, there is no effect. When held and exposed, darkness ensues, but the wielder can see as if the jewel was not present. Effect is immediate and constant, and the enchantment is 30th level. Possibly a legacy of Morgoth. Weighs 2 lbs.

Sûlthol: (S. "Wind Helm") Mid S.A. Uthrael Beoac, now in Itangast's hoard. Blue leather, unmasked helm, inlaid with silver and reinforced with steel trimming. Allows wearer to "wind-run," or move up to 10 mph as much as 100 feet above the ground on a level plane. Vertical movement is via levitation at 5 mph. Wearer can use this power but once a day, and for no more than 10 minutes. Created by Adan-related lords who once occupied the region northwest of Dale. Weighs 2 lbs.

Sarnini: (S: "Little Stone") Late S.A. Emyn-nu-Fuin, now in the ruins of Barad Fuin (S. "Gloom Tower," as in fortress). One pound grey-green stone which will glow upon the command "Galgalen" (S. "Shine Green"). This brightness can be controlled, and can vary from a dim aura to a brilliant, non-blinding shimmer. The principal power of the stone is its ability to delve into the mind. When directed at a target within 10', it can read his/her thoughts for up to 3 minutes. Alternatively, the stone can be used to reduce a target to a "childlike" state for 1-10 rds. Attacks at 10th level and only one power and one attack can be used in any 24 hour period. Wood-elf device.

Angbor: (S. "Iron Fist") A gauntlet of fine steel mesh and overlapping plates, it allows the wearer's fist to have the effect of a mace +10. It does not aid or impede him/her when using other weapons.

Collowesta: (Q. "Cloak Of Breezes") Grey, of Elven quality to aid in hiding (+80 while immobile; +20 moving) this cloak also casts *Wind Drifting* instantly if the wearer should fall (or jump) from any height. He/she will then float slowly to the ground below. The wearer is subject to any winds present, and so could be blown quite a distance (to be determined by the GM) if he drifts from a considerable height

Galathilin: (S. "Tree Of Hiding") This collar is fashioned of twelve rectangular, curved pieces of fine oak, approximately 1" by 2" long, bound and linked together with bands of silver. It allows the wearer to *Merge True* with a living tree once per day. This means that he/she can enter the tree and be hidden, as well as see out of the tree and cast spells (that he would normally be able to cast) on himself. He/she/it can remain in the tree as long as they desire, but once they depart, they cannot re-enter until after having rested.

Modest

Mithram: (S. "Grey Wall") Early T.A. Amon Thranduil, now located in ruin where the Men-i-Naugrim crosses the Celduin (old Iach Celduin). This is a 10' x 10' grey cloth spun of Spider-silk and made by Wood-elves. It is kept folded and rolled in a 5' sheath made of carved chestnut. The sheath weighs 2 lbs, and the cloth 5 lbs; but when stored together, they weigh but 3 lbs. Bearer of sheath can control unfolded cloth to move at up to 5 mph, and to distances as far as 200 feet away. The cloth cannot move on its own while supporting more than 1 pound of "dead weight."

Cu-i-Thang: (S. "Bow of Oppression") Mid S.A. Easterling, now in the bandit lair at Dyn Odoric (Rh. "Odoric's Hill"). Made of deep reddish wood, white bone, and black sinew, inlaid and trimmed in golden steel. It is a +25 composite bow, but the user will always fire at the nearest target he/she perceives, be it friend or foe. Four and one half feet in length, it weighs two and one half pounds.

Carnecoimas: (Q. "Red Life-bread") Late F.A. Eregion, now in Spiders' lair in Mirkwood. Six white 1" round wafers in a white birch box inlaid with cedar and mithril. Worth 3 m.p., it weighs 1/2 pound. Allows ingestor to cast 3rd level word "Serkemando" (Q. "Blood Prison") at one target within 10 feet, once per day. Failure to resist results in target's entire circulatory system instantly hardening into a thick paste; target dies in 1-2 rounds.

Suimbalmynas: (Rh. "Everthoughts") A large tome with inlaid wood covers, it contained a rune of every spell within the realm of Essence. The runes were permanent (reusable), and could be conjured by anyone aligned to Essence. It was lost just after the migration of the Withras into Rhovanion.

Yulmita: (Q. "Sparkling Cup") A small goblet of skillfully wrought yet undecorated pewter, the yulmita will completely purify any water placed into it, as many as three times per day. Holds one cup.

Angol: (S. "Iron Cloak") A suit of magical lightweight black leather, it will fit snugly any human or Elvish wearer. Composed of a jacket, pants, boots, gloves and a headband (which protects as a full metal helm), all parts must be worn for the suit to be effective. The wearer protected as if he is wearing Half-plate armor (or ***RM*** AT 4 [-20]). Attacks by the wearer are handled normally; however, attacker takes 1-10 hits of damage each time he strikes a foe. It is said that this suit was made by a guilt-ridden Elf-lord who wished to feel the pain of his victims.

Dalrim: (S. "Many Feet") Boots of soft leather which, at a thought, can be made to leave any manner of animal tracks desired by the wearer. His/her stride is even altered so that even an experienced tracker will have difficulty in discerning these tracks from genuine animal prints.

Dalicor: (S. "Feet of Circles") Boots which appear identical to those above, except that these either (1) create footprints facing whatever direction desired (e.g., it appears that the wearer has walked in the direction opposite to that actually taken), or (2) create no footprints whatsoever, even in soft soil.

21.3 NORTHMAN GLOSSARY

The following material relates to the Rhovanion Northman language spoken by the Éothraim, the Horse-lords of the Wilderland plains. GMs can use the proper names, or some variation therof, for any Northman NPCs they need to create.

Common Words

Afta — behind
Alan — to nourish, grow
And-haitjan — to challenge, calling against
Anthar — other
Ariv — eternal, always
Airiz — earlier
Attila — father
Baidjan — compel, oppress
Bairan — carry
Batis — better
Bidjan — request, bid, exhort, pray
Brothar — brother
Buhr — fortified town, hold
Driugan — to do military service
Fadar — father
Fill — hide, skin
Firas — human beings
Frathi — understanding
Gadrauhts — soldier
Galaubjan — to believe
Gasts — guest
Giban — to give
Haurn — horn
Ibai — if, give, given
Itan — eat
Kausjan — choice
Kuisan — choose (keusan)
Kuzon — chose
Lond — land
Maithms — treasure
Moths — anger, emotion
Paida — cloak, coat
Reiks — realm, kingdom
Saljan — to give
Skula — debt
Swaleiks — so, such as
Thata — that
Twalif — twelve (lit. "two left" as over from ten)
Waila — desire, delight
Widu — forest
Wiljan — wish, be willing
Withra — against, opposite, toward

Proper Names

NOTE: *"IC" probably translated from "IKS"*

Agilulf
Alaric
Alboin
Amalsuntha (f)
Athanagild
Athaulf
Attila
Authari
Baduila
Chindaswinth
Euric
Gisulf
Goti
Hermenegild
Leovigild
Livra
Luitprand
Odoacer
Odovacer
Ratahis
Reccared
Recceswinth
Rechila
Sisebuth
Sisenand
Sonnica
Swinthila
Theudelindaf
Thuidariks
Thuidimer
Totila
Ulfilas
Waccho
Wamba
Witigis

21.4 EORLING GLOSSARY

(See 21.3 above.) The following material relates to the Eorling (and later, the Rohirric) tongue. Rohirric evolved from the Rhovanion Northman language spoken by the Éothraim. This evolution accelerated during the period T.A. 1854-2510.

Common Words

Aldor — prince
Arod — swift,quick
Baedan — compel, oppress (baidjan)
Béma — trumpet
Biddan — request, bid, exhort, pray
Burg — fortified town, hold
Ceosan — choose (kuisan)
Cram — traveling bread
Dern — secret
Dingle — dell
Druigan — to do military service (archaic)
Dryhten, Dréogan — to do military service (recent)
Dwimmor — spell, illusion
Dwimmerberg — Haunted Mtn

Dwimmerdene — Haunted Valley
Dwimmerlaik — the work of the undead
Ece — eternal, always
Edoras — The Courts
Emnet — plain
Ent — giant
Eored — cavalry
Eorlingas — Children of Eorl
Éothain — higher knight
Fadar — father (archaic)
Faeder — father (recent)
Firienfeld — mountain field
Folde — land (as in earth)
Frod — understanding (frathi)
Geard — enclosure
Geliefan — to believe (galaubjan)
Giefan — to give (giban)
Gif — if, spoken as "give" or "given ..." (ibai, jabai)
Harg — temple (archaic)
Harrow — temple (recent)
Hatan — to challenge, "calling against" (and-haitjan)
Isen — iron (recent)
Isern, iren — iron (archaic)
Kud-Dukan — Rh. hole dweller
Land — land (lond)
Léod — citizen
Léof — Love, believe in
Mearas — super horses
Mod — anger, emotion (moths)
Mund — hand
Nahald — secret
Onettan — challenge
Orald — old
Other — other (anthar)
Rice — kingdom, realm (reiks)
Sculan — debt (skula)
Simbelmyne — evermind
Swe — so, such as (swaleiks)
Trahald — burrowing, worming in
Twa-lif — twelve (archaic)
Twegen — twelve (recent)
Willan — wish, be willing (wiljan), OR desire, delight (waila)
With — against, opposite, toward (withra)

Proper Names

Bard
Brand
Brytta
Ceorl
Dene
Déor
Déorwine
Dunhere
Elfhelm
Elfhild
Emnet
Éomer
Éomund
Eorl
Éowyn
Erkenbrand
Felaróf
Fengel
Folca
Folcred
Folcwine
Fréaláf
Fréalóf
Fréawine
Freca
Frumgar
Galmod
Garulf
Gleowine
Goldwine
Grima
Gram
Grimbeorn
Grimbald
Guthlaf
Guthwine
Haleth
Háma
Harding
Hasufel
Helm
Herefara
Herubrand
Hild (f)
Holdwine
Horn
Léod
Léofa
Saruman
Sauruman
Stybba
Sunlending
Théoden
Théodred
Théodwyn
Thengel
Thrihyrna
Walda
Widfara
Windfola
Wold
Wulf

Rules of translation

1) Undefined words above are proper names;

2) The older Rhovanion language employs "K" instead of the hard "C" of the Rohirric;

3) Both voiced and unvoiced "TH" sounds are shown as "TH" above;

4) The R. "AN" sound often becomes a Rh. "JAN;"

5) The R. "E" or "AE" often becomes a Rh. "A" or "AI" respectively;

6) The R. "OE" or "U" often becomes a Rh. "UI;"

7) The R. "D" often becomes a Rh. "TH" (notable exceptions before "ER" or "AR" or "AN;"

8) The R. "F" often becomes a Rh. "B;"

9) The "E" is unusually rare in Rh., except where shown preceding "I" to form a long "I" sound. But note the plethora of "E"s in the proper names.

22.1 MASTER MILITARY TABLE

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
							ORCS			
URUK-TORG (South-central Mirkwood)										
Uruk Command/6	8	105	Ch/14	35	Y10	A/L	105bs	65sb	0	Uruk. Use poison Asgurash.
Lurg Leaders/16	6	70	Ch/13	30	Y	N	80sc	50sb	0	Lesser Orc. Cut 1 ear each prisoner.
Warriors/48	3	45	SL/8	20	Y	(Y)	50sc	20sb	0	Lesser Orc. Can ride wolves.
Young Warriors/110	2	35	SL/7	0	N	N	40pa	10sb	0	Lesser Orc. Some use axes or scim.
War Wolves/70	4	100	No/3	30	N	N	LBi75	—	30	Great Wolf. Very fast; fast if ridden.
URUK-HARNAK (Southern Mirkwood)										
Uruk Command/9	9	110	Ch/14	25	Y	L	120ba	60sb	5	Uruk. Use posion Asgurash.
Lurg Leaders/36	3	50	SL/7	20	Y	N	55sc	10sb	0	Lesser Orc. Some use hand axes.
Warriors/96	2	40	SL/7	20	Y	N	40sc	5sb	0	Lesser Orc. Some use pole arms.
Young Warriors/72	1	30	SL/5	0	N	N	25pa	-25	0	Lesser Orc. Some use sc and shield.
URUK-HAI (Dol Guldur)										
Uruk Command/12	18	145	Ch/16	35	Y15	(A/L)	160bs	135sb	0	Uruk. Remove fallen foe's eyelids.
Guard Band/30	10	120	Ch/14	30	Y10	L	90th	60sb	0	Uruk. Can use bs & shield.
Warriors/30	8	60	SL/8	20	Y	(A/L)	70sc	30sb	0	Uruk. Some use sc & shield.
Patrol Band/60	6	40	SL/7	0	N	(A/L)	50sc	5sb	0	Uruk. Some use sc & shield.
Young Warriors/48	3	35	SL/7	0	N	(L)	40pa	-25	0	Uruk. Some use spears.
URUK-THANG (Dol Guldur)										
Troll Guard/10	15	200	RL/11	25	N	(A/L)	190ba	95we	20	Olog. Use large creature crit.
URUK-ERAG (Cirith Mithlin in Grey Mountains)										
Uruk Command/6	9	115	Ch/14	40	Y10	L	115bs	75sb	10	Uruk. Use poison Asgurash.
Lurg Leaders/16	6	70	Ch/13	30	Y	N	80sc	50sb	5	Lesser Orc. Take noses.
Warriors/48	3	45	SL/8	20	Y	(A/L)	50sc	20sb	0	Lesser Orc. Some use pole arms.
Young Warriors/170	2	35	SL/7	0	N	(L)	40pa	10sb	0	Lesser Orc. Some use axes, scimitars.
LOR-URUK-SHAB (Cirith Himnienor in Grey Mountains)										
Uruk Command/9	9	110	Ch/16	0	N	(A/L)	120ba	60sb	0	Use poison Asgurash.
High Lurg Guard/6	7	90	Ch/13	35	Y5	N	85ha	45sb	0	Lesser Orc. Guard Cro closely.
Lurg Leaders/46	3	50	SL/7	20	Y	(L)	55sc	10sb	0	Lesser Orc. Some use hand axes.
Warriors/142	2	40	SL/7	20	Y	(L)	40sc	5sb	0	Lesser Orc. Some use pole arms.
Young Warriors/90	1	30	SL/5	0	N	N	25pa	25	0	Lesser Orc. Some use sc and shield.
ASHARAG (Southern foothills of Grey Mountains)										
Uruk Command/12	10	120	Ch/16	30	Y10	(A/L)	120bs	90sb	0	Uruk. Behead fallen enemies.
Guard Band/20	6	75	Ch/14	0	N	N	90th	60sb	0	Uruk. Can use bs and shield.
Band Leaders/20	6	70	Ch/13	20	Y	N	80ha	45sb	0	Lesser Orc. Ride wolves. Have spears.
Good Warriors/20	5	60	SL/8	20	Y	(A/L)	70sc	30sb	0	Lesser Orc. Can ride wolves.
Warriors/130	3	40	SL/7	5	N	(L)	50sp	5sb	0	Lesser Orc. Some use sc and shield.
Young Warriors/120	2	35	SL/7	0	N	(L)	40pa	-25	0	Lesser Orc. Some use spears.
War-wolves/100	4	115	No/3	30	—	—	LBi75	—	30	Very fast; fast if ridden.
URUK-THANG (Emyn-i-Thang in Mirkwood)										
Troll Guard/5	10	165	RL/11	25	N	(A/L)	165ba	—	25	Olog. Use large creature crit.
Lurg Commanders/30	6	75	Ch/16	30	Y5	(A/L)	85ma	50sb	0	Uruk. Can ride War-wolves.
Exp. Warriors/45	3	45	Ch/13	20	Y	N	55sc	25sb	0	Lesser Orc. Some use hand axes.
Warriors/90	2	35	SL/8	20	Y	(A/L)	40sc	5sb	0	Lesser Orc. Some carry spears.
Young Warriors/45	1	25	SL/7	0	N	(L)	30sp	-25	0	Lesser Orc. Some use sc and shield.
War-wolves/30	4	115	No/3	30	—	—	LBi75	—	30	Great Wolf. Very fast; fast if ridden.
SHIRKAG (Nan Gûlduin in northern Mirkwood)										
Tribe Lords/2	10	100	SL/6	40	Y10	L	95sc	45sp	10	Lesser Orc. Eat prisoners.
Exp. Warriors/15	5	65	SL/5	25	Y	N	70sc	35sp	5	Lesser Orc. Carry short garrotes.
Warriors/13	3	40	No/1	25	Y	N	50sc	25sp	0	Lesser Orc. 2 throwing spears.
GARRISON (Sarn Goriwing in Mountains of Mirkwood)										
Dindae/1	17	170	No/1	100	N	N	180da	150da	50	Demon? Hides +50. Uses poison "Ondohithui". +10 Ambush.
Exp. Uruks/5	6	95	Pl/19	25	Y	(A/L)	95ha	30sb	0	Uruk. Also 85ba (slung).
Uruk Warriors/12	3	55	Pl/18	20	Y	L	65bs	10sb	0	Uruk. Also 55th (slung).
Young Uruks/12	2	40	Ch/16	0	N	N	(A/L)	50ba	5sb	Uruk. Also carry bs and shield.

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
EASTERLINGS										
FATHASHAR (Eastern Talath Harroch)										
Headmen/1	8	95	Ch/15	40	Y10	(A/L)	105sp	100sb	5	Easterling. Carry two javelins (95ja).
(medium horses)/—	3	140	No/3	15	—	—	MTr50	—	15	Very fast. Headsmens'.
Spearmen/25	3	45	Ch/13	20	Y	N	65ja	65ja	0	Easterling. Use short spears (ja).
(light horses)/—	2	110	No/3	25	—	—	MTr35	—	25	Very fast. Normal mounts.
Swordsmen/5	2	40	Ch/13	20	Y	N	50ss	15sb	0	Easterling. Footsoldiers.
Slingers/5	2	35	No/1	10	N	N	20ss	55sl	10	Easterling. Footsoldiers.
SASHAG (Eastern Talath Harroch)										
Headmen/2	10	110	Ch/15	40	Y10	(A/L)	120sp	120ja	0	Easterling. Also user sb (90 sb).
(medium horses)/—	3	140	No/3	15	—	—	MTr50	MBa25	15	Very fast. Headmens'.
Trackers/10	6	60	No/1	40	Y10	N	70ss	60cp	0	Easterling. Rangers. 3 spell lissts.
Horse Archers/10	3	45	No/1	10	N	N	55sp	70sb	0	Easterling. Can fire riding away.
Spearmen/30	3	45	Ch/13	20	Y	N	70ja	65ja	0	Easterling. Use short spears (ja).
(light horses)/—	2	110	No/3	25	—	—	MTr35	—	25	Very fast. Normal mounts.
Swordsmen/8	2	40	Ch/13	20	Y	N	45ss	15sb	0	Easterling. Footsoldiers.
SAGATH (Emyn Engrin)										
Headmen/2	8	95	Ch/15	40	Y10	(A/L)	105sp	100sb	5	Easterling. Carry 2 javelins (95ja).
(medium horses)/—	3	140	No/3	25	—	—	MTr50	—	25	Very fast.
Trackers/15	4	45	No/1	40	Y10	N	55ss	55cp	10	Easterling. Rangers. 2 spell lists.
Horse Archers/15	3	45	No/1	10	N	N	50sp	70sb	10	Easterling. Can fire riding away.
Spearmen/45	3	45	Ch/13	20	Y	N	65ja	65ja	0	Easterling. Use short spears (ja).
(light horses)/—	2	110	No/3	25	—	—	MTr35	—	25	Very fast. Normal mounts.
Swordsmen/10	2	40	Ch/13	20	Y	N	50ss	15sb	0	Easterling. Footsoldiers.
Slingers/10	2	35	No/1	10	N	N	20ss	55sl	10	Easterling. Footsoldiers.
BRIGANDS (Talath Harroch)										
Use mix of Easterling and Rural (Common) Man types.										
GONDORIANS										
GONDORIAN FORCES (Gondor's Eastern Army)										
Targaen/2	20	180	Pl/19	60	Y35	(A/L)	180bs	180cp	5	Dúnadan. Command 500 infantry each.
Targaen (mtd)/2	20	180	Pl/19	10	N	(A/L)	180th	180ml	5	Dúnadan (Lesser). Command 500 cavalry each
(heavy horses)/—	8	180	No/4	30	—	(A/L)	MTr70	—	30	Trained war horses.
Thengyn/10	12	150	Pl/19	55	Y30	(A/L)	155bs	155cp	5	Lsr. Dúnadan. Command 100 infantry each.
Thengyn (mtd)/10	12	150	Pl/19	45	Y15	(A/L)	155bs	145ml	5	Lsr. Dúnadan. Command 100 cavalry each.
(heavy horses)/—	6	160	No/4	25	—	—	MTr50	—	25	Trained war horses.
Ohtarrina/50	8	110	Ch/15	35	Y5	(A/L)	110bs	110cp	5	Lsr. Dúnadan. Command 20 infantry each.
Ohtarrina (mtd)/50	8	110	Ch/15	25	Y5	(A/L)	100bs	115ml	0	Lsr. Dúnadan. Command 20 cavalry each.
(heavy horses)/—	4	140	No/4	20	—	—	MTr45	—	20	Trained war horses.
Requain/200	5	75	Ch/15	45	Y20	(A/L)	85bs	80cp	5	Lsr. Dúnadan. Trained knights.
(heavy horses)/—	3	130	No/4	20	—	—	MTr45	—	20	Trained war horses.
Ohtari/1000	3	35	Ch/15	30	Y	(A/L)	75bs	70cp	5	Lsr. Dúnadan. Garrison troops.
Ohtari (mtd)/1000	3	35	Ch/15	15	Y	(A/L)	75bs	70sp	0	Lsr. Dúnadan. Cavalry troops. Also use ml.
NORTHMEN										
BEILABAR (Highly dispersed throughout western Wilderland)										
Lords(Man-form)/8	20	165	RL/10	30	N	A/L	160ba	160lb	20	Northman. Some can shape-change.
(Bear form)/3	20	240	SL/8	50	N	(A/L)	120LBa	100LCl	50	Northman. Use Large Creature crit table.
Warriors/200	4	75	RL/9	20	N	N	80ba	75lb	15	Northman. Some use ha and shield.
WOODMEN (Woodmen-town)										
Lords/10	13	140	SL/5	50	Y15	N	145ha	130lb	10	Northman. Some use battle-axes.
Exp. Warriors/100	5	70	SL/5	30	Y	N	80ha	80lb	5	Northman. All are fine trackers.
Warriors/250	3	50	No/1	30	Y	N	50ha	40lb	10	Northman. Some use maces.
Young Warriors/150	2	30	No/1	25	Y	N	40ha	30lb	5	Northman. Some use clubs or maces.

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
WOODMEN (Scattered through Mirkwood)										
Lords/5	1	120	SL/5	50	Y15	N	125ha	120lb	10	Northman. Some use battle-axes.
Exp.Warriors/50	5	70	SL/5	30	Y	N	80ha	80lb	0	Northman. All are fine trackers.
Warriors/120	3	50	No/1	30	Y	N	50ha	40lb	0	Northman. Some use maces.
Young Warriors/70	2	30	No/1	25	Y	N	40ha	30lb	0	Northman. Some use clubs or maces.
GRAMUZ PLAINSMEN (Rhovanion Plain)										
War Lords/5	11	125	Ch/16	30	Y10	(A/L)	120ml	100sp	0	Northman. Heavy cavalry.
(war horses)/—	4	165	No/3	30	—	—	LTr60	—	30	Northman. Unarmored. Very fast.
Warriors/75	3	50	Ch/16	20	Y	(A/L)	65ml	50sp	0	Northman. Heavy cavalry.
(heavy horses)/—	3	150	No/3	25	—	—	LTr50	—	25	Unarmored. Fast.
Warrior Levy/150	2	40	Ch/13	20	Y	N	50sp	45sp	0	Northman. Medium cavalry.
(medium horses)/—	3	130	No/3	20	—	—	MTr50	—	20	Unarmored. Fast.
ÉOTHRAIM (Horse-lords of the Rhovanion Plain)										
War Lords/60	15	150	Ch/16	30	Y10	(A/L)	140ml	120sp	0	Northman. Heavy cavalry.
(war horses)/—	4	165	No/3	30	—	—	LTr60	MBa50	30	Unarmored. Very fast.
Warriors/800	6	80	Ch/16	20	Y	(A/L)	100ml	70sp	0	Northman. Heavy cavalry.
(heavy horses)/—	3	150	No/3	20	—	—	LTr50	MBa45	20	Unarmored. Fast.
Warrior Levy/1200	4	65	Ch/13	20	Y	N	80sp	60sp	0	Northman. Medium cavalry.
(medium horses)/—	3	130	No/3	10	—	—	MTr50	—	30	Unarmored. Fast.
LAKEMEN (Esgaroth Upon Long Lake)										
Guard Lord/1	13	139	Ch/15	35	Y10	(A/L)	125ma	105cp	0	Northman. Commands town guard.
War Lord/1	14	142	Ch/15	40	Y10	(A/L)	130bs	135cp	5	Northman. Commands army outside town.
Elite Guard/15	7	95	Ch/15	25	Y	(A/L)	100bs	100sp	5	Northman. Mounted outside town.
Guard/45	4	65	Ch/13	25	Y	N	75bs	70cp	5	Northman. Standing town guard.
Guard Levy/90	2	30	Ch/13	20	Y	N	40bs	45sp	0	Northman. Train monthly for 2 days.
DALEMEN (Dale)										
Clan Lords/5	12	130	Pl/19	10	N	(A/L)	125ba	110sp	0	High Northman. Fight mounted or on foot.
(war horses)/—	4	170	No/3	40	—	—	65LTr	—	20	Lightly armored. Fast.
Elite Warriors/25	5	70	Ch/15	25	Y	(A/L)	90bs	85cp	0	High Northman. Fight mounted or on foot.
(medium horses)/—	3	150	No/3	15	—	—	55MTr	—	15	Unarmored. Fast.
Warriors/60	3	50	Ch/14	25	Y	L	70bs	65cp	0	High Northman. Experienced levy. 55sp.
Warrior Levy/100	2	45	Ch/13	25	Y	N	55bs	50cp	0	High Northman. Well-trained. +40 sp.
ELVES										
WOOD-ELVES (Aradhrynd)										
Lords/3	20	133	Pl/18	60	Y15	A/L	155bs	180lb	25	Sinda Warriors. Thranduil's inner circle. 2 spell lists to 5th lvl. 20PP.
Lords/3	20	66	Ch/13	50	Y10	N	85bs	65lb	20	Sinda Bards. Thranduil's inner circle.1 to 5th lvl, 2 to 10th lvl, 5 to 20th lvl. 40PP.
High Captain/1	12	121	Ch/15	55	Y10	(A/L)	140bs	125sp	20	Mixed Elf. Warriors. Leads Guard.
Guard-captains/6	10	111	Ch/15	45	Y5	(A/L)	130bs	115sp	15	Mixed Elf. Warriors.
Guard Horsemen/27	6	72	Ch/14	45	Y10	L	105ml	85sp	15	Mixed Elf. Warriors.
(medium horses)/—	3	151	No/3	20	—	—	60MTr	—	20	Unarmored. Fast.
Guardsmen/27	6	74	Ch/15	45	Y10	N	90bs	80sp	10	Mixed Elf. Warriors.
Appren. Guard/18	4	55	Ch/13	40	Y5	N	90bs	80sp	10	Mixed Elf. Warriors.
Hall-captains/6	10	117	Ch/15	45	Y5	(A/L)	135bs	125lb	15	Avar (Silvan) Warriors.
Watchmen	5	74	Ch/13	40	Y5	N	100bs	90sp	10	Avar (Silvan) Warriors.
Hall Garrison	4	58	Ch/13	40	Y5	N	90bs	80sp	10	Avar (Silvan) Warriors.
ARMY OF THE WOODLAND-REALM (Northeastern Mirkwood)										
Captains/45	8	90	Ch/13	30	Y10	N	90bs	100lb	0	Avar (Silvan Elf). Warriors. Fine Trackers.
Bowmen/600	5	80	Ch/13	20	N	N	75bs	95lb	10	Avar (Silvan Elf). Warriors. Peng wador.
Axemen/300	5	75	Ch/13	30	Y	N	95ha	80cp	10	Avar (Silvan Elf). Warriors. Pe legwador.
Spearmen/600	5	78	Ch/13	15	N	N	100sp	85sp	10	Avar (Silvan Elf). Warriors. Egwador.
Swordsmen/300	6	99	Ch/14	45	Y5	L	110bs	80cp	10	Avar (Silvan Elf). Warriors. Magwador.
Warriors/2100	3	63	Ch/13	10	Y	N	75sp	50sp	10	Avar (Silvan Elf). Warriors.

Name/#	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
WOOD-ELVES (Woodland Warders)										
Ward-captains/9	9	89	SL/3	55	Y10	N	80sp	65lb	25	Avar (Silvan Elf) Rangers. Fine Trackers.4 spell lists to 10th lvl. 18PP.
Warders/81	4	47	RL/9	45	Y5	N	55sp	45lb	20	Avar (Silvan Elf) Rangers. Fine Trackers. 2 spell lists to 10th lvl. 8PP.
WOOD-ELVES (Scattered in southwestern Mirkwood)										
Warders/6	8	90	Ch/13	30	Y10	N	90bs	100lb	0	Avar (Silvan Elf). Fine Trackers.
Tauranca/36	4	45	Ch/13	25	Y	N	60bs	65lb	0	Avar (Silvan Elf). Recon/battle troops.
Young Tauranca/18	2	35	Ch/13	20	Y	N	50bs	50lb	0	Avar (Silvan Elf). Green troops.
RAFT-ELVES (Celebannon Area)										
Cururim/9	10	90	No/1	50	Y10	N	60bs	5lb	20	Mixed Elf. Rangers. 4 spell lists.
Tirduin Lords/12	9	100	Ch/13	50	Y10	N	110bs	113lb	10	Mixed Elf. Act as unit commanders.
Tirduin/96	6	85	Ch/13	40	Y5	N	90bs	95lb	10	Mixed Elf. Elite warriors.
Ciuvetpel Lords/10	5	70	No/1	40	Y5	N	80bs	85lb	15	Mixed Elf. Lead forest patrols.
Exper. Cuiv./30	3	45	No/1	35	Y	N	60bs	75lb	15	Avar (Silvan Elf) Warriors. Expert trackers/stalkers.
Cuiv. Warriors/50	2	35	No/1	30	Y	N	45bs	60lb	20	Avar (Silvan Elf). Serve as couriers.
Tauranca Lords/11	4	60	Ch/13	30	Y	N	75bs	75lb	10	Avar (Silvan Elf). Main battle-troop leaders.
Tauranca War./66	3	45	Ch/13	25	Y	N	60bs	65lb	5	Avar (Silvan Elf). Main battle-troops.
Young Tauranca/22	2	35	Ch/13	20	Y	N	50bs	50lb	0	Avar (Silvan Elf). Green troops.
HUINEN'S GARRISON (Ceber Fanuin in southern Mirkwood)										
Aldaron/1	13	130	Pl/17	60	Y20	N	150bs	160lb	10	Noldo. Huinen's bodyguard (mithril).
Randae/1	12	120	No/1	100	N	N	120(ma)	120lb	25	Sinda. Warrior Monk.
Guard Captains/6	10	110	Ch/13	35	Y10	N	120bs	135lb	5	Sinda. Supervise the garrison.
Warriors/42	4	45	RL/9	25	Y	N	60bs	65lb	5	Avar (Silvan Elf). Typical garrison troops.
Servants/12	2	35	No/1	10	N	N	30bs	40lb	10	Avar (Silvan Elf). Usually non-combatants.
DWARVES										
HOST OF THE IRON HILLS										
Lords/2	14	149	Pl/20	77	Y25	(A/L)	150wh	80ha	10	Khazâd. Mithril plate & equipment.
Captains/7	11	125	Pl/19	55	Y10	(A/L)	135wh	100hcb	5	Khazâd. Mithril chain + overhshirt.
Dwarven Guard/28	7	95	Pl/17	50	Y5	N	100wh	85hcb	10	Khazâd. 4 x 7. Mithril shirts.
Warriors/140	4	65	Ch/16	35	Y	(A/L)	80ha	60lcb	5	Khazâd. 70 active at any time.
Dwarven Levy/280	2	40	Ch/16	25	Y	(A/L)	55ha	40sb	0	Khazâd. Each serves indiv warrior.

NOTE: *Profession is Warrior/Fighter unless otherwise stated.*

KEY

CODES The statistics given describe each NPC; a more detailed description of some of the more important NPCs can be found in the main text. Some of the codes are self-explanatory **Lvl** (level) **Hits, Sh** (shield), and **Mov M** (movement and maneuver bonus). The more complex codes are listed below

AT (Armor Type) The two letter code gives the being's ***MERP*** armor type (No = No Armor, SL = Soft leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent ***Rolemaster*** armor type.

DB (Defensive Bonus) Note defensive bonuses include stats and shield. Shield references include quality bonuses (e.g. "Y5" indicates "Yes, a +5 shield").

Gr (Greaves) "A" and "L" are used to indicate arm and leg greaves respectively.

OB's (Offensive Bonuses) Weapon abbreviations follow OB's fa — falchion, ss — short sword, bs — broadsword, sc — scimitar, th — two-handed sword, ma — mace, ha — hand axe, wh — war hammer, ba — battle axe, wm — war mattock, cl — club, qs — quarter staff, da — dagger, sp — spear, ml — mounted lance, ja — javelin, pa — pole arm, sl — sling, cb — composite bow, sb — short bow, lb — long bow, lcb — light crossbow, hcb — heavy crossbow, bo — bola, wp — whip, ts — throwing star, hb — halberd. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag — Agility, Co — Constitution, SD — Self-Discipline, Me — Memory, Re — Reasoning, St — Strength, Qu — Quickness, Pr — Presence, Em — Empathy, In — Intuition. For ***MERP***, average Re and Me for Intelligence.

Skills: Most skills are self-explanatory: S/H — Stalking and Hiding, Per — Perception, Amb — Ambush, Acrob — Acrobatics, etc.

22.2 MASTER NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
DOL GULDUR										
Necromancer	240	600	Pl/20	200	(Y)	(A/L)	250bs/ma	250lb	60	Sauron. Maia (Great Enemy). Can use all spells at any level. Considered a "Large Creature" for purposes of defense. (See text for more info.)
Khamûl	40	240	Pl/20	90	N	(A/L)	210bs	180gé	10	Easterling (Wômaw/Avaradan) Nazgûl. Undead warrior. Second of the Nine. Warden (later Lord) of Dol Guldur. SD98,Co100, Ag99, Me86, St101, Qu98, Pr102, In96, Em89. Considered a "Large Creature" for purposes of defense.
Khamûl	50	240	Pl/20	90	N	(A/L)	210bs	180gé	10	After T.A. 2460.
Adûnaphel	32	160	Pl/19	75	N	(A/L)	160bs	125cp	15	Black Númenórean Nazgûl. Undead warrior. Seventh of the Nine (and sole female). SD77,Co35, Ag96, Me91, St62, Qu99, Pr100, In100, Em99. Considered a "Large Creature" for purposes of defense.
Ûvatha	31	240	Pl/20	90	N	(A/L)	210bs	180gé	0	Variag Nazgûl. Undead warrior. Best tracker of the Nine. Messenger of the Shadow. SD33,Co98, Ag100, Me89, St100, Qu99, Pr97, In94, Em10. Considered a "Large Creature" for purposes of defense.
The Mouth	20	120	No/1	90	N	N	80da	-25	40	Númenórean Magician. x5 ring/300PP. 6/Mage 15; 8/Essence 10, SD95, Co96, Ag100, Me98, Re99,St84, Qu97, Pr98, In89, Em101.
Celedhring	40	120	No/1	50	N	N	75ma	-25	25	Noldo Mage/Alchemist. 6/Alchemist 30; 13/Essence 20. x6 staff. 720 PP. +20 Forging tools.SD90, Co87, Ag100, Me99, Re95, St86, Qu99, Pr97, In94, Em101.
Duran	40	200	RL/12	80	N	(A/L)	200(ma)	—	40	Demon Warrior. Wing-fists strike as maces. SD80, Co101, Ag100, Me50, Re80, St102, Qu100, Pr100, In80, Em40.
Gorovod	20	100	No/1	90	N	N	90da	-25	15	Variag Mage/Sorcerer, Defensive robes -30; x6 headband/360PP. 6/Sorcerer 15; 6/Essence 10; 4/Channeling 10. SD96, Co86, Ag100, Me96, Re95, St87, Qu99, Pr89, In100, Em100.
Carlon	20	148	Pl/17	20	Y	N	190sc	150sb	0	Haradan/Warrior; +20 nonmagical scimitar; +15 silver breastplate. SD64, Co90, Ag96, Me88, Re92, St97, Qu89, Pr70, In91, Em46.
Froedhir	15	90	RL/11	40	N	(A)	60da	-25	15	Northman Mage/Alchemist, assistant to Celedhring. 6/Alchemist 10; 5/Essence 10. x4 ring. 120 PP. SD87, Co79, Ag100, Me96 Re96, St87, Qu92, Pr85, In89, Em99.
Grashûkh	20	180	Ch/15	60	Y15	(A/L)	180ss	160cp	5	UrukWarrior. Guard Captain of Dol Guldur. SD89, Co100, Ag99, Me78 Re89, St101, Qu100, Pr98, In78, Em37.
RHOSGOBEL										
Radagast	(60)	210	RL/12	90	N	(A/L)	150qs/bs	100da	45	Istar Animist. Radagast the Brown. 40th lvl on attack. 240PP. Robes AT RL/12 (-30) and unencumbering. Staff, a x8 PP enhancer, is +20 to all spells. +30 "Holy" sword of Orc- and Man-slaying. Rarely uses offensive spells. Knows all Ranger, Animist, Open Channeling, and Cleric lists to 50th level. SD80, Co103, Ag100, Me97, Re96, St100, Qu100, Pr101, In104, Em102.
CEBER FANUIN										
Huinen	33	112	No/1	100	N	N	100bs	-25	25	Noldo Bard/Seer. Ring of waterbolts +60 x6 orb 594 PP. 3/Seer 30; 3?Seer 20; 10/Mentalist 15, SD96, Co89, Ag100, Me98, Re97, St76, Qu98, Pr101, In89, Em87.
Ringlin	20	120	No/1	90	N	N	100da	40da	25	Noldo Mystic, Assistant to Huinen. x4 amulet 240 PP. 1/Mystic 15; 4/Essence; 2/Mentalism. SD97, Co89, Ag100, Me97, Re99, St96, Qu100, Pr101, In78, Em100.
Arien	17	80	No/1	70	N	N	80da	-25	20	Silvan Bard/Seer. Assistant to Huinen, slave and spy of Sauron. x3 earring 102PP. 3/Seer 15; 6/Mentalism 10. SD89, Co78, Ag99, Me98, Re96, St78, Qu99, Pr99, In87, Em85.
GONDORIAN TERRITORY (Southern Rhovanion)										
Vagaig	15	150	Ch/15	50	Y10	(A/L)	160bs	(120cp)	10	Dúnadan warrior. Eastern Regent of Gondor. SD86, Co100, Ag98, Me87, Re89, St100, Qu99, Pr99, In86, Em89.
Augimund	12	145	RL/10	40	Y	A/L	150ha	120cp	10	Northman Prince. SD89, Co100, Ag99, Me67, Re75, St98, Qu96, Pr98, In86, Em95.
Mahrcared	18	160	Ch/13	45	Y10	N	170ha	110lb	0	Northman/Éothraim. Thyn of the Ailgarthas; lord of Buhr Ailgra. +10 Hand axe. SD94, Co89, Ag93, Me78, Re88, St101, Qu95, Pr96, In91, Em85.
Uirdriks	22	100	No/1	20	N	N	80da	-25	0	Northman/Gramuz. Thyn of the Withras. SD97, Co76, Ag45, Me89, Re90, St68, Qu65, Pr88, In97, Em98.
Gartila	8	110	RL/10	30	Y	A/L	110bs	80cp	10	Northman/Gramuz. Heir-thyn of the Withras. SD90, Co96, Ag96, Me88, Re75, St98, Qu100, Pr89, In76, Em82.
Wuilaric	14	80	No/1	40	N	N	60da	-25	5	Northman/Gramuz. Animist/Evil Cleric. x3 staff. 72 PP. 2/Evil Channeling 5. SD73, Co78, Ag87, Me77, Re80, St79, Qu94, Pr87, In97, Em78.
Atagavia	16	120	Ch/15	20	N	(A/L)	150fl	100cp	20	Northman/Urban. Thyn of the Waildungs. +10 flail. SD75, Co97, Ag98, Me88, Re72, St98, Qu96, Pr94, In78, Em69.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Waulfa	18	125	Pl/17	30	N	N	140bs	120lb	0	Woodman. Althyn of the Sairthéod. SD86, Co84, Ag89, Me85, Re83, St95, Qu91, Pr88,, In93, Em85.
Beoraborn	24	160	No/1	30	N	N	130bs	110lb	20	Beijabar. First of the three Frathagaman. Also fights as a huge Bear (Bear-form). SD90, Co100, Ag98, Me87, Re86, St101, Qu97, Pr96, In87, Em91.
ERED MITHRIN										
Celedhring	40	120	No/1	50	N	N	75ma	-25	25	Noldo Mage/Alchemist. 6/Alchemist 30; 13/Essence 20. x6 staff. 720 PP. +20 Forging tools.SD90, Co87, Ag100, Me99, Re95, St86, Qu99, Pr97, In94, Em101.
Shagrath	13	137	Pl/19	30	Y10	(A/L)	135ha	90sb	0	Uruk warrior. Uses Asgurash on weapons. SD55, Co100, Ag92, Me77, Re89, St100, Qu84, Pr92, In83, Em20.
Cro	14	141	Ch/16	10	N	(A/L)	145ba	85sb	0	Uruk warrior. Uses Brithagurth on arrow. SD76, Co97, Ag93, Me45, Re66, St99, Qu59, Pr88, In38, Em22.
Ukog	15	154	Ch/16	40	Y10	(A/L)	155bs	100sb	-15	Ukog the Lame. Uruk warrior. Peculiar walk. Savors brains. SD86, Co100, Ag40, Me97, Re79, St98, Qu42, Pr55, In100, Em36.
WOODLAND REALM										
Thranduil	33	175	Pl/17	95	Y20	(A/L)	242bs	247lb	45	Sinda Warrior. Spells: 3/Animist 10, 3/ Illusionist 10, 2/Gen Essence10. x3 Ring. 66PP. Boots of Limb-running. Bow of Orc-slaying. Helm ofShadows/Hiding. Sword of troll-slaying. SD84, Co96, Ag100, Me93, Re91, St98, Qu99, Pr96, In95, Em97.
Legolas	8	94	Ch/13	50	Y10	N	90bs	125lb	35	Sinda Warrior. Bow of Quickness(3 shots/2rds). Shield of Concealment +25 hiding. Boots of Silence. AD72, Co91, Ag100, Me92, Re95, St98, Qu99, Pr81, In94, Em92.
Legolas	28	148	Ch/13	70	Y10	N	205bs	240lb	45	Sinda Warrior. After T.A. 3018.
Ohtar	21	130	Pl/17	65	Y10	N	145bs	160lb	10	Sinda Warrior. Spells: 1/Gen Essence 10. SD64, Co94, Ag100, Me88, Re87, St97, Qu100, Pr91, In96, Em90.
Camthalion	17	120	Pl/17	60	Y10	N	140bs	155lb	5	Silvan (Avar) Warrior. Stone of Water Walking. +25da. SD52, Co91, Ag99, Me89, Re76, St98, Qu99, Pr87, In93, Em91.
Heladil	8	91	Ch/13	50	Y10	N	95bs	120lb	25	Sinda Warrior. Shield of Concealment +25 hiding. SD47, Co90, Ag100, Me90, Re94, St98, Qu99, Pr79, In93, Em92.
Beorn	28	165	No/1	30	N	N	170ba	155cp	30	Beijabaran Ranger and Lord. Collar is x5 PP multiplier. SD90, Co100, Ag99, Me79, Re67, St101, Qu96, Pr91, In100, Em99.
EMYN-NU-FUIN										
Lhachglin	27	127	No/1	40	N	N	60ss	65da	20	Dúnadan Animist. +20 Cloak. Dagger of Elf-slaying. +6 Ring. 81PP. Orb of Plant Control. Ring of Invis. Spells: 1/Animist25, 5/Animist20, 10/Gen Channeling10, 2/Gen Channeling20, 2/Evil Animist/Cleric10. SD83, Co76, Ag99, Me97, Re98, St84, Qu96, Pr30, In100, Em97
Wodurishak	18	181	RL/11	30	N	(A/L)	185ba	—	30	Olog Warrior. Helm of Rear-sight. +10ss. SD47, Co91, Ag88, Me51, Re55, St100, Qu98, Pr40, In73, Em29.
NAN GÛLDUIN										
Drurgandra	14	154	Ch/13	10	N	N	150th	35sb	0	Uruk Warrior. Helm of Rear. +10ss. SD47, Co91, Ag88, Me51, Re55, St100, Qu98, Pr40, In73, Em29.
ESGAROTH										
Odagavia	12	96	RL/10	25	Y	A/L	80bs	95cp	-5	Northman Warrior/merchant. Master of Esgaroth. SD93, Co76, Ag73, Me88, Re92, St79, Qu77, Pr91, In94, Em90.
Odavacer	5	48	SL/6	25	Y	A/L	55ma	65cp	0	Northman Warrior/innkeeper. Bow of Orc-slaying. SD96, Co88, Ag87, Me79, Re68, St81, Qu78, Pr44, In95, Em93.
Eodoric	4	63	Ch/13	25	Y	N	75bs	75cp	0	Northman Warrior. Often on lake with boat patrol. SD67, Co93, Ag90, Me73, Re64, St90, Qu86, Pr54, In70, Em62.
Waggeorn	7	97	Ch/13	35	Y5	N	95bs	100cp	0	Northman Warrior. "Retired" from Elite Guard. SD31, Co90, Ag93, Me61, Re73, St94, Qu92, Pr59, In68, Em26.
Fréaga	6	92	Ch/13	25	Y	N	90ma	90cp	0	Northman Warrior. Uses 90da coated with Ondokamba. SD45, Co92, Ag90, Me55, Re61, St92, Qu89, Pr62, n44, Em29.
Braegla	2	41	Ch/13	25	Y	N	55wh	40cp	5	Northman Warrior. Son of Waggacorn. Guard levy-man. SD23, Co90, Ag94, Me41, Re47, St95, Qu90, Pr83, In51, Em23.
Shagelda	3	17	No/1	25	N	N	5da	5da	10	Northman Mage/Sorceress. x2 Earring. 6PP. Spells: 4/Sorcerer10. Cloak of Dispelling (5th lvl). SD50, Co51, Ag90, Me73, Re89, St90, Qu98, Pr99, In98, Em100.
Raendoric	4	34	No/1	30	N	N	40ss	35lb	15	Noıthman Bard. +2 Staff. Lute of Sleep(V). 12PP. Main gauche +5. Boots of Silence. Flute of Projection. Spells: 5/Bard10, 1/Gen Essence5, 1/Gen Mentalism5. SD49, Co79, Ag97, Me99, Re84, St91, Qu96, Pr67, In60, Em100.
Dudannis	5	37	No/1	40	N	N	65ss	65d	20	Dorwinion Scout/Thief. Main gauche. Ring of Perception +20. Hood of Facades. Belt of Levitation (1mph). SD77, Co45, Ag99, Me85, Re95, St73, Qu100, Pr37, In86, Em64.
Urdrath	3	28	No/1	15	N	N	100da	5da	5	Nûriag Mage. x2 Staff. 9PP. Spells: 3/ Evil Magician10, 1/Gen Essence10. Book of Charming Kind. SD76, Co43, Ag82, Me77, Re89, St78, Qu96, Pr67, In90, Em100.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
SMUGGLERS										
Kynoden	11	66	No/1	40	N	N	90bs	90da	20	Northman Scout/Thief/boat builder. Invisible Dagger of Returning. Boots of Landing/Silence. Shadow Cloak. +1 Ring of evasions. Spells: 1/Gen Mage/Mentalist5. SD65, Co69, Ag99, Me78, Re83, St94, Qu97, PR88, IN89, Em55.
Vogir	6	45	No/1	20	N	N	75ss	60cp	20	Northman Scout/Thief. Ring of Water-breathing. SD68, Co56, Ag98, Me81, Re87, St89, Qu99, Pr40, In76, Em43.
LINDAL (By Long Lake)										
Woedwyn	7	28	No/1	15	N	N	15da	5da	20	Northman Mage/Alchemist (female). x3 Crucible. 21PP. Spells: 5/Alchemy 10, 1/Evil Magician 10. SD34, Co64, Ag98, Me98, Re96, St88, Qu96, Pr63, In72, Em100
Viloric	5	39	No/1	20	N	N	85ha	90ha	25	Northman Scout/Thief/miller. +15 Throwing-axe (returns). SD60, Co53, Ag100, Me70, Re72, ST86, Qu98, Pr51, In67, Em81.
OPEN COUNTRY (Northern Rhovanion)										
Dieraglir	14	424	No/1	55	Y10	N	130wh	130cp	20	Northman Scout/Rogue. Bow of Man-slaying. Helm +25RR. SD33, Co61, Ag98, Me67, Re69, St98, Qu100, Pr80, In56, Em40.
Jyganoth	8	105	Ch/15	30	Y10	(L)	100ha	100sb	0	Easterling Warrior. Coats arrows with Azgurash. SD65, Cm92, Ag90, Me45, Re97, St97, Qu69, Pr88, In59, Em34.
DALE & EREBOR										
Eoder	15	157	Pl/19	10	N	(L)	145ba	140sp	0	Northman/Dúnadan Warrior. Thyn of Dale. Spear of Dragon-slaying. Horse Mastery Helm (+25 Control). SD82, Co77, Ag98, Me71, Re86, ST99, Qu90, Pr91, In83, Em80.
Jirfelien	7	28	No/1	25	N	N	25da	5da	15	Northman Bard/Mystic (female). Clan leader. +3 Ring. 14pp. Spells: 6/Mystic 10, 3/Gen Mentalism 10,. Orb of Confusing Ways. Cloak of Invisibility/Leaping. SD78, Co54, Ag98, Me78, Re99, St90, Qu100,m Pr99, In80, Em99.
Súlwyn	5	26	No/1	15	N	(A/L)	20ss	5cp	5	Northman Animist/Lay Healer (female). Wife of Eoder. x2 Wand. 10pp. Spells: 5/Lay Animist/Healer 10, 1/Evil Mental 10. SD80, Co50, Ag82, Me79, Re90, St83, Qu96, Pr96, In83, Em92.
Béawyn	10	42	No/1	10	N	N	40sp	10sp	20	Northman Bard/Seer (female). Spear of Troll-slaying. x2 Necklace. 20PP. Spells: 6/Seer 10, (/Mentalism 10. SD99, Co62, Ag98, Me88, Re90, St94, Qu90, Pr99, In87, Em65.
DWARVEN TERRITORY										
Fulla III	18	145	Pl/20	25	N	(A/L)	165ba	130hcb	5	Dwarf Warrior. Lord. Armor wears as ATCh/15, +10RR and DB. Battle-axe of Shield-slaying (halves foes' sheilds). Horn of Fear (20th lvl). Heavy crossbow reloads 1/2 rds. Hammer of Returning (100',OB90). SD81, Co98, Ag96, Me98, Re82, St100, Qu92, Pr83, In77, Em69.
Dáin II	28	149	Pl/20	65	Y25	(A/L)	180ha	110sp	5	Dwarf Warrior. Dwarf King of the Iron Hills. Armor wears as AT7. SD90, Co100, Ag96, Me91, Re84, St101, Qu96, Pr79, In84, Em64.
Gimli	8	125	Ch/13	60	Y30	N	130ha	85cp	5	Dwarf Warrior. Lesser lord. Armor wears as AT15. SD83, Co100, Ag92, Me98, Re91, St98, Qu94, Pr74, In98, Em77.
Azaghal	11	125	Pl/20	55	Y10	(A/L)	135wh	100hcb	5	Dwarf Warrior. Lesser lord. Armor wears as AT15. Sd77, Co92, Ag78, Me94, Re89, St98, Qu90, Pr84, In79, Em70.
IRON HILLS										
Hûz	12	124	Ch/15	45	Y15	(A/L)	125sp	120sb	5	Hûz of Amov. Sagath Warrior. Great Headman. Spear of Man-slaying. SD91, Co91, Ag99, Me56, Re79, St99, Qu97, Pr66, In84, Em96.
MAEGHIRRIM										
Orduclax	17	53	No/1	20	N	N	40ss	15da	20	Northman Mage/Sorcerer. Orb of Dark Summons. Returning Dagger of Dwarf-slaying. Boots of Leaving. x3 Staff of Lightning. 51PP. Spell: 2/Gen Essences5, 11/Gen Channeling10, 6/Sorcerer10, 1/Evil Magician10. SD50, Co41, Ag95, Me96, Re95, St60, Qu98, Pr90, In100, Em100
Daef-Udra	13	144	Pl/18	30	Y10	A/L	145bs	125cp	0	Northman Warrior. +20 invisible broadsword. SD86, Co90, Ag81, Me31, Re78, St100, Qu75, Pr30, In55, Em62.
Haed	10	91	Ch/13	40	Y10	N	120ss	130da	10	Northman Scout/Rogue. +10 Dagger of Returning. Coats short sword with Ondokamba. Helm of facades. Boots of Horse-mastery (+50 to control and ride). Uses raven called "Kryda" as spy and messenger. Spells: 1/Gen Mentalism5. +1 Spell-storing Ring. SD76, Co71, Ag100, Me56, Re89, St99, Qu91, Pr90, In74, Em92.
Thraear	11	38	No/1	15	N	N	20da	20da	10	Northman Bard/Mystic (female). x3 ORb of Mind Domination. +1 Wand of Fear. 22PP. Spells: 6/Mystic10, 6/Gen Mentalism10, 1/Evil Mage/Mentalist5. Cloak of Hiding. SD34, Co37, Ag90, Me98, Re99, St72, Qu97, Pr100, In56, Em97.
Broehir	12	35	No/1	20	N	N	25da	10da	5	Northman Animist/Astrologer. x2 Cube of Starsense (20th lvl). +2 Nose Ring. 24PP. Spells: 3/Astrologer20, 3/Astrologer10, 5/Gen Channeling10, 1/Evil Animist/Cleric5. SD45, Co22, Ag80, Me88, Re86, St76, Qu90, Pr97, In100, Em45.
Fréahár	10	33	No/1	10	N	N	15ss	10da	5	Northman Mage. x3 Staff of Fire Bolts. Boots of leaving (2/day). Spells: 5/Evil Magician10, 9/Gen Essence10, 1/Magician10. 20PP. Book of Fire Law (20th lvl). +5 Returning Dagger of Man-slaying. SD45, Co49, Ag76, Me95, Re97, St45, Qu91, Pr44, In66, Em98.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
Edwodyn	9	56	No/1	15	N	N	45ha	20cp	5	Northman Animist. +4 Ring of Animal Mastery. 27PP. Spells: 6/Animist10, &/Gen Channeling10. SD34, Co99, Ag77, Me98, Re85, St50, Qu96, Pr87, In100, Em97.
Fréowyn	9	59	RL/9	40	Y10	N	50ma	25lb	5	Northman Animist/Cleric(female. +3 Ring of Sound's Way. 9PP. Spells: 5/Evil Animist/Cleric10, 8/Gen Channeling10. Book of Necromancy (25th lvl). Shield of Shadows. SD69, Co78, Ag87, Me94, Re93, St98, Qu96, Pr96, In94, Em80.
Brëor	8	26	No/1	15	N	N	10da	10da	15	Northman Mage/Sorcerer. x2 Staff of Mind Destruction. 16PP. Hood acts as helm. Spells: 5/Sorcerer10, 1/Evil Magiciam5, 6/Gen Channeling10. Pain Rune. SD70, Co65, Ag78, Me89, Re99, St59, Qu96, Pr45, In97, Em97.
Brego	7	66	No/1	60	Y20	N	65ha	60lb	15	Northman Ranger. +20 Invisible shield. Helm of Dark-sight. Boots of Landing. +3 Ring. 7PP. Spells: 3/Ranger10,. Horn of Wolf Summoning(1/5th lvl/day). SD77, Co99, Ag98, Me67, Re86, St94, Qu99, Pr70, In93, Em86.
ELF SLAVE										
Namirë	2	18	No/1	10	N	N	10bs	10lb	10	Silvan Animist/Healer(female). Unarmed. 4PP. Spells: 3/Healer5,. SD56, Co71, Ag91, Me97, Re93, St64,Qu92, Pr95, In97, Em66.

NOTE: *Weapon and shield codes are same as those found with Table 22.1 above. PP = power points. "+" and "x" symbols preceding magic item descriptions = additional spells of any level capable of being cast/day OR PP multiplier. A power point multiplier will allow the spell user to increases his/her daily PP usage by the given multiple(for instance, 12 PP with a x3 device would result in an adjusted figure of 36 PP). Listed PPs are unmodified. Spell summaries:= preceding "/" = number of lists given type: =following list type = 21 level of known spells on given lists. Some stat and spell descriptions omitted when in main text.*

22.3 MASTER BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Crit.
Active Tree	25	1	H	VS/VS	400	20	0	20HGr/10HCr/90Both/Varies	Large
Bat	1	1-100	S	VF/VF	5	1	60	25SBi/—/—/30TCl	Norm
Black Bear	5	1-5	M	F/F	150	4	20	50LGr/50LCl/30MBa/25MBi	Norm
Cave Drake	24	1	M	M/M	275	19	30	120HCl/100HGr/90HBi	S. Large
Cold-drake				*(See specific beast in Section 22.4 below.)*					
Culcarnix	1	1-6	S	M/M	12	3	0	10SBi/15SCl/—	Norm
Fire-drake				*(See specific beast in Section 22.4 below.)*					
Eagle	3	1-4	S	F/F	30	1	30	45MCl/35SPi/—	Norm
Egil's Viper	8	1-2	L	VF/VF	100	4	60	75MBi/Special/—	Norm
Fell Beast	20	1-2	L	F/F	240	12	50	90HCl/90LGr/90LBa/60LBi	Large
Giant	20	1-3	VL	S/S	350	11	30	175HBa/100HCr/—/150Club	Large
Giant Spider	18	1-20	L	F/F	160	4	40	75HSt/60LGr/75LBi	Large
Great Bat	5	1-20	M	VF/VF	60	3	60	75MBi/60MCl/—	Norm
Great Bear	10	1-4	L	F/F	200	8	40	90LBa/75LCl/75LGr/50LBi	Large
Great Eagle	30	1-10	H	VF/VF	300	11	90	120HCl/100LPi/100LBa	Large
Great Falcon	15	1-10	L	VF/VF	100	4	8	90LCl/60MPi/—/50MBa	Norm
Lesser Cave Drake	16	1-3	M	F/F	200	12	30	100LCl/90LGr/60LBi/50LCr	Large
Lesser Giant	14	1-5	L	S/S	250	11	20	90LBa/65LCr/—/75Club	Large
Mountain Lion	5	1-5	M	VF/VF	100	3	440	40MCl/60MBi/60MBa	Norm
Raven	4	1-30	S	VF/VF	20	3	50	50SCl/25MCl/—	Norm
Stone-troll	13	1-2	L	M/M	180	11	30	105HCl/80HGr/80LBi	Large
Spider	3	1-10	S	F/F	10	1	30	0TSt/10/Tt/—	Norm
Stone-troll	15	1-5	L	S/S	175	11	25	120HBa/120LCl/90LCr/80LBi	Large
Uindarlaif	3	1-20	M	F/F	90	3	40	75MBi/—/—	Norm
Warg*	8	4-20	L	VF/VF	180	4	60	75LBi/60LCl/50Both/—	Norm
Wight*	7	1-10	M	M/M	100	1	75	100bs/55MBa/—/25MBi	Norm
Wild Goat	2	1-20	M	F/F	70	3	15	60MHo/50MBa/20STS/—	Norm
Wild Horse	3	1-50	L	F/F	150	3	20	50LBa/35LTS/—	Norm
Wild Kine	5	1-10	L	M/M	110	3	30	100LHo/90LTS/80LBa	Norm
Wolf	3	2-40	M	VF/VF	110	3	30	60LBi/—/30MCl	Norm

**Undead or otherwise unusual (see section 9.5).*

22.4 DRAGONS OF WILDERLAND

				Speed					OBs/Melee		Breath OB		
Name	**Type**	**Lvl**	**Size**	**MS/AQ**	**Hits**	**AT**	**DB**	**HBi**	**HCl**	**HBa**	**Ball**	**Bolt**	**Color**
Agburanar	CD(L)	31	M	VF/VF	463	20	50	120	130	110	—	—	Black
Ando-Anca	CD(L)	49	M	F/F	540	20	40	150	120	115	—	—	Red
Angurth	FD(F)	36	L	F/F	471	16	60	110	125	115	60	100	Black/gold
Bairanax	CD(F)	34	L	F/F	447	16	50	140	120	100	—	—	Brown/red
Culgor	CD(L)	30	M	VF/VF	401	16	40	120	130	105	—	—	Red/gold
Daelomin	CD(F)	33	L	F/F	428	16	45	100	120	110	—	—	Black
Dynca	CD(F)	35	L	VF/VF	422	12	70	125	135	95	—	—	Black/grey
Haurnfile	CD(L)	33	L	VF/VF	456	20	55	115	125	130	—	—	Red
Hyarleuca	CD(L)	28	S	VF/VF	329	12	60	90	100	85	—	—	Brown
Itangast	FD(L)	55	H	F/F	590	20	60	160	110	135	50	90	Black/blue
Klyaxar	CD(L)	29	S	VF/VF	365	12	65	95	105	95	—	—	Brown/red
Khuzadrepa	CD(F)	37	L	M/M	460	16	60	130	100	160	—	—	Black
Leucaruth	FD(L)	34	L	F/F	435	16	50	125	135	100	50	90	Red
Lomaw	CD(L)	35	L	VF/VF	467	20	50	120	125	90	40	100	Grey
Nimanuar	CD(L)	33	M	F/F	45‘	16	60	90	100	85	45	95	Black/grey
Ruingurth	FD(L)	36	L	S/S	495	20	30	100	95	95	50	100	Red/brown
Scatha	CD(L)	52	VL	VF/VF	555	20	65	150	140	120	—	—	Red
Smaug	FD(F)	66	L	VF/VF	636	20	75	125	130	150	60	120	Red/gold
Throkmaw	FD(F)	46	L	F/F	523	16	60	110	120	125	50	100	Black
Uruial	FD(L)	30	M	M/M	439	16	55	105	115	100	50	90	Red

TYPE — 1st symbol: CD=Cold-drake; FD=Fire-drake. 2nd symbol: L=Land-bound (wingless); F=Flyer (winged).

NOTES:

Agburanar — Relatively shy beast who favors Goat and Bear meat. Resides at Caves of Ûlund in spur of Grey Mountains tens miles north of the Withered Heath.

Ando-Anca — Aggressive but sleepy creature who, even when stirred, sleeps 95% of the time (01-95). Hunts Losrandir and Trolls. Resides at Mount Udûnanca on the northeastern side of the Withered Heath.

Angurth — Known for his extremely strong jaws and the intense heat of his fiery breath, Angurth reputedly relishes duels and enjoys slaying heavily armored foes. He resides at Long Peak.

Bairanax — A Bear-hunter, Bairanax lives in the caves at Ovir Hollow in the southern Grey Mountains.

Culgor — The fastest and most inquisitive of the Grey Mountain Dragons, he lives at Bat Dome.

Daelomin — A highly mystical and enchanted Drake, she is often referred to in First Age legend as the Ghost-wing of the Ered Engrin. Her lair is situated at the Dancing Spire, a little over 40 miles from the Heath and halfway between Gondmaeglom and Anvilmount.

Dynca — Ugly yet compassionate, he is the most forgiving of lthe ocal Drakes. Lives at Sorrowdrop.

Haurnfile — The older (and meaner) sister of Culgor, Haurnfile lives in the Underdeeps below Bat Dome.

Hyarleuca — Astoundingly lazy and given to foul habits, this young Cold-drake is the least subtle of the Grey Mountain Dragons. He lives southeast of Gondmaeglom, ten miles north of the Men Rhûnen.

Itangast — Deadliest and smartest of the region's Land Drakes. Name means "Guest-eater" in Rhov. Keeps its abode at Gold Hill in the middle of a dry lake in the Heath's southeastern lowlands.

Klyaxar — Young and small but quick, he roams the hill country north of the Ered Mithrin.

Khuzadrepa — Legend states that this vile, sable beast is a Sorcerer. He lives at Thunder Cleft.

Leucaruth — Exceptionally fierce, she is perpetually angry and constantly hunting. She is rarely (01-20) at her lair in Irerock above Wolf Flat (10 miles north of the rim above the center of the Heath).

Lomaw — One of only two Cold-drakes with a breath weapon, he is extremely agile, clever, and capable of freezing foes within 600 feet. He lives in a snow-cave just south of the Dying Glacier.

Nimanaur — Like Lomaw, Nimanaur has an icy breath. He is less deadly than his older kin, though, and prefers to feed on the Losrandir who wander near his abode at the northwestern edge of the Heath.

Ruingurth — The oldest and slowest of Wilderland's Great Worms, he reputedly fought in the Great Battle. Virtually in perpetual sleep (01-92), he is uncaring fatalistic and will not stir unless struck. Ruingurth lives at Goat Mountain, along the southern rim of the Withered Heath.

Scatha — Extremely aggressive and greedy Drake that actively hunts for civilized strongholds containing loot and frequently raids caravans traveling on the Men Rhûnen. Eats Losrandir, Goats, Orcs, and Giants. Resides at Gondmaeglom in the central Grey Mountains.

Smaug —Greatest and most cunning of the Grey Mountain Dragons. Slow to anger but exceptionally pitiless, spiteful, and proud. Lives (before T.A. 1977) at Anvilmount, northwest of the Withered Heath.

Throkmaw — Bane of the Northern Waste. Most dangerous winged Drake, save his rival Smaug. Confines himself to flights north of the Grey Mountains. Lives at Shab Arch in the northern foothills of the range, about 20 miles northeast of Gondmaeglom.

Uruial — Extremely old but stunted Dragon who was crippled during the Elder Days by an Noldo archer. He resides at Steel Fell in the middle of the southwestern spur of the Ered Mithrin.

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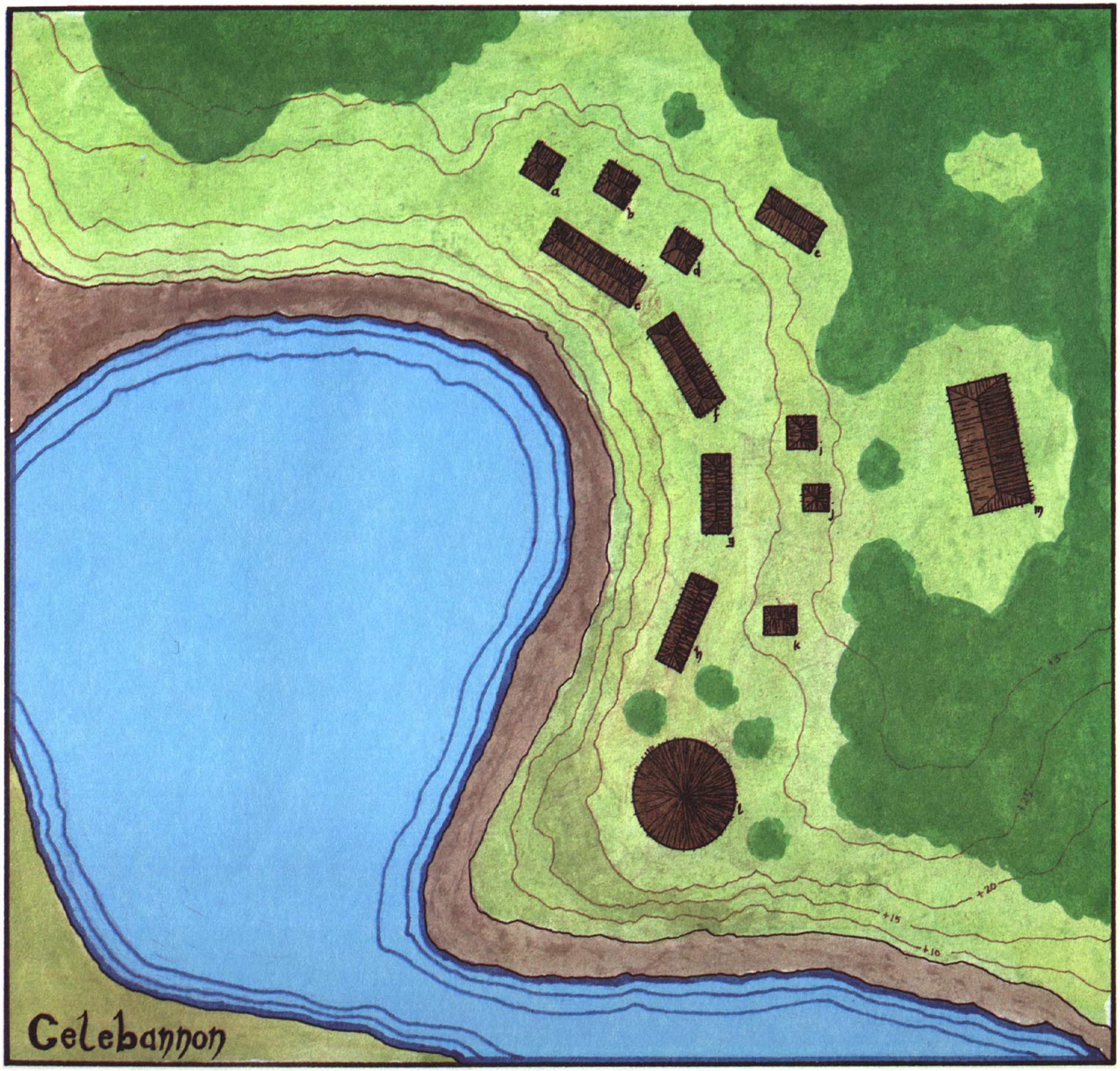


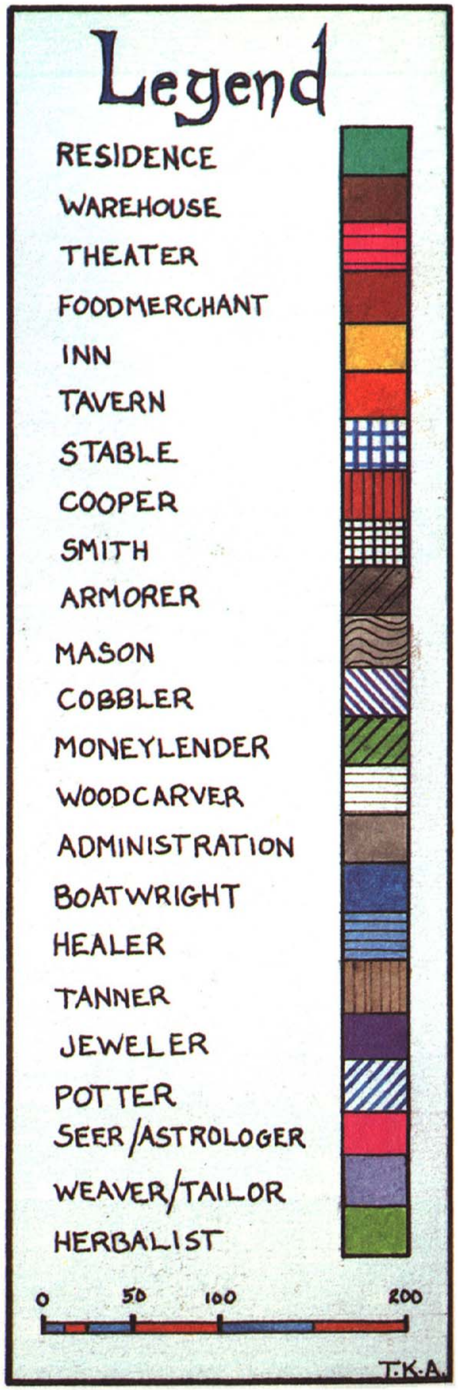
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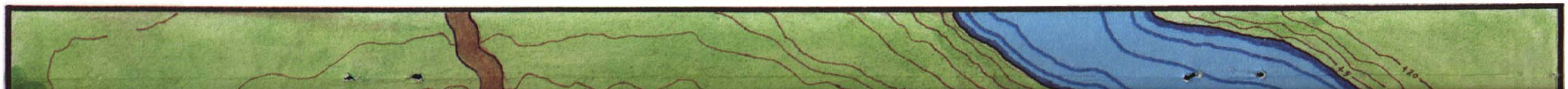

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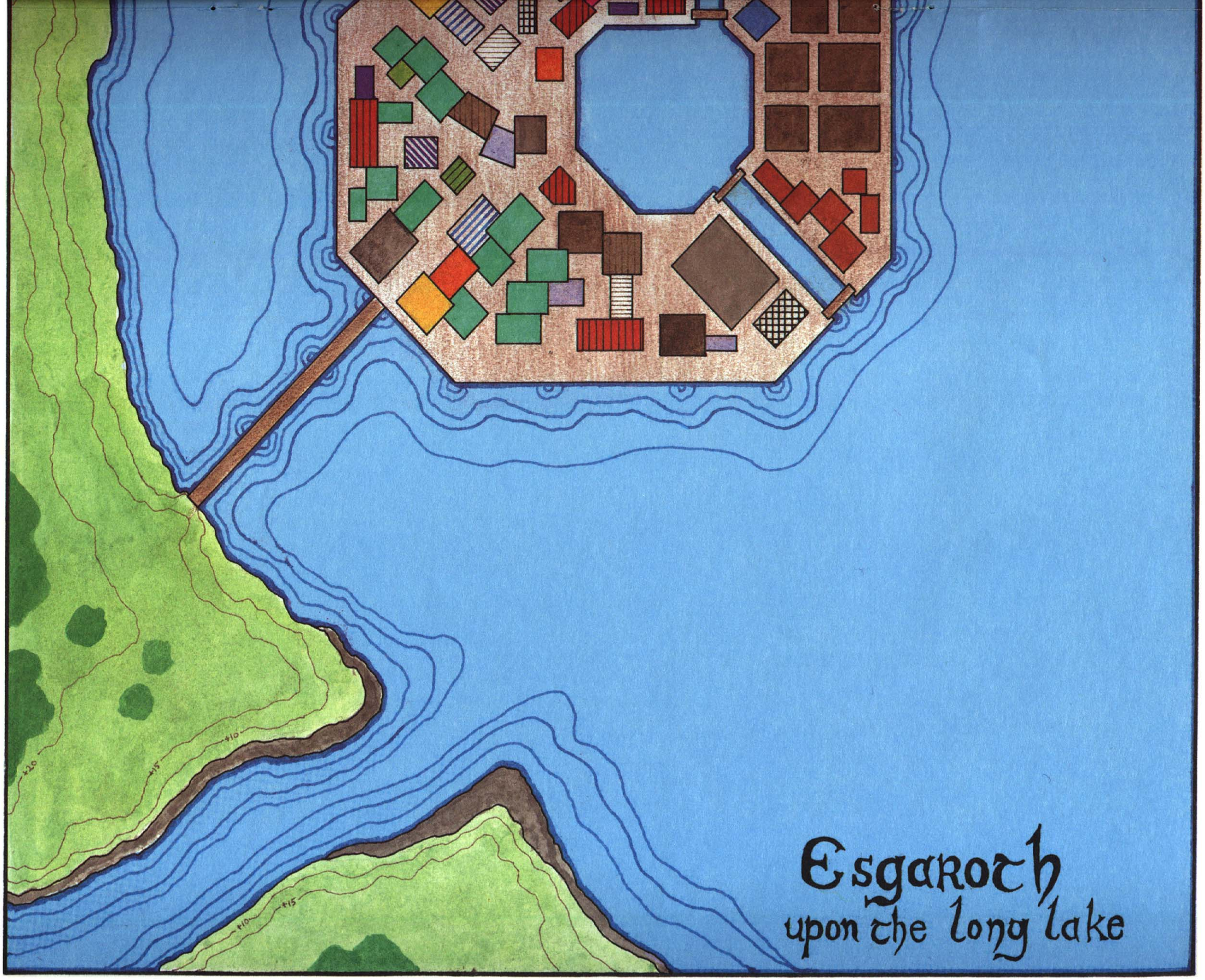

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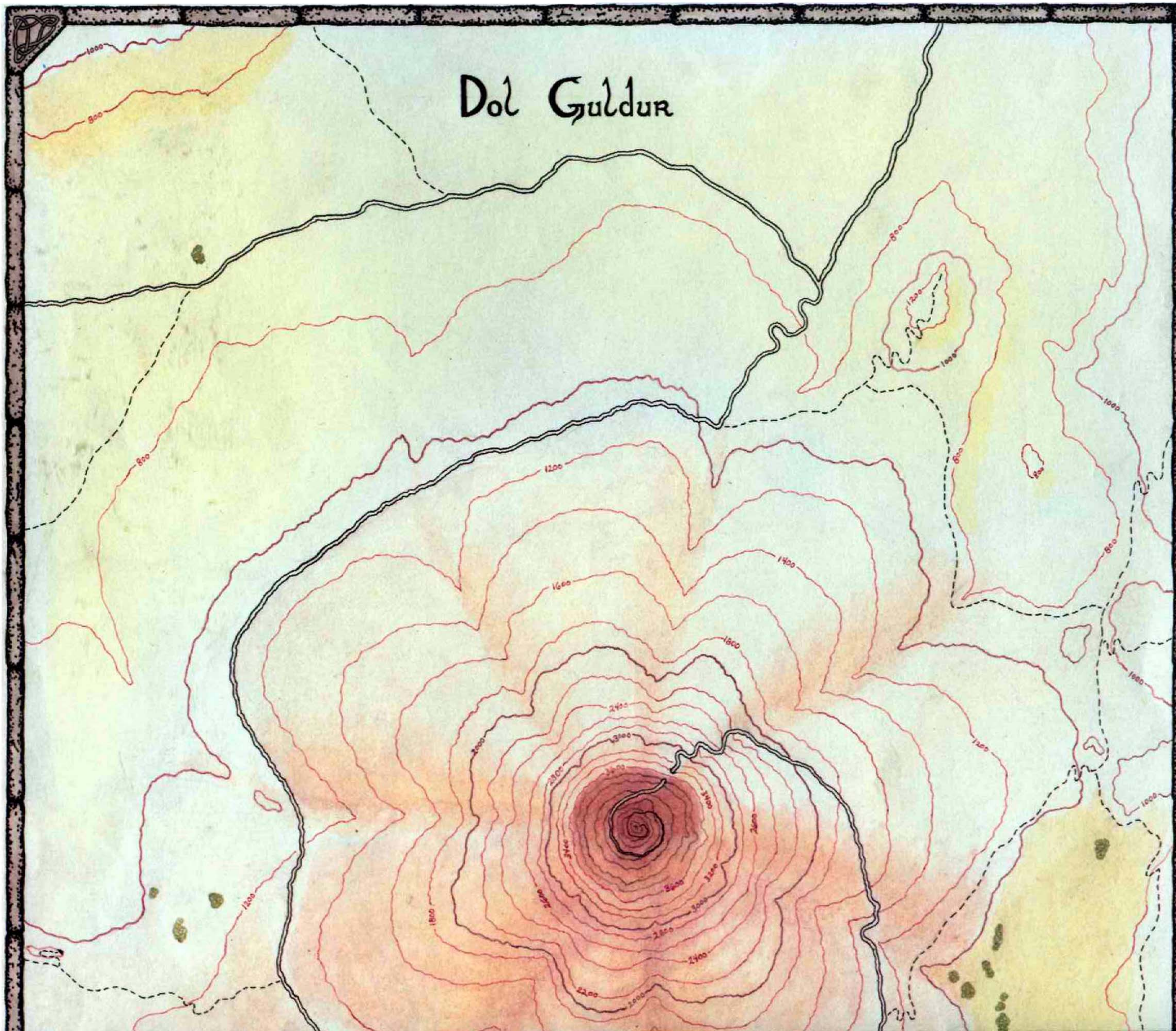
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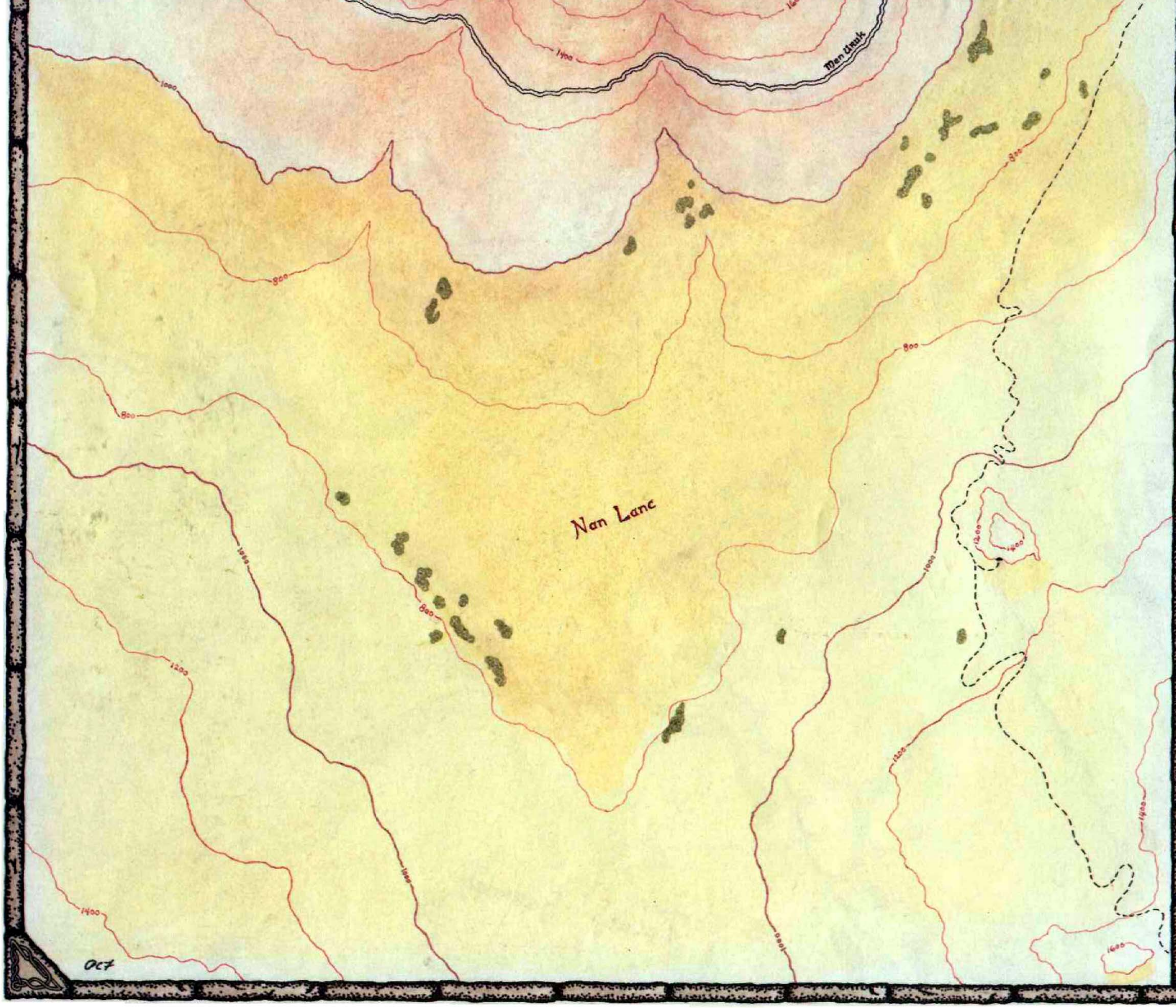


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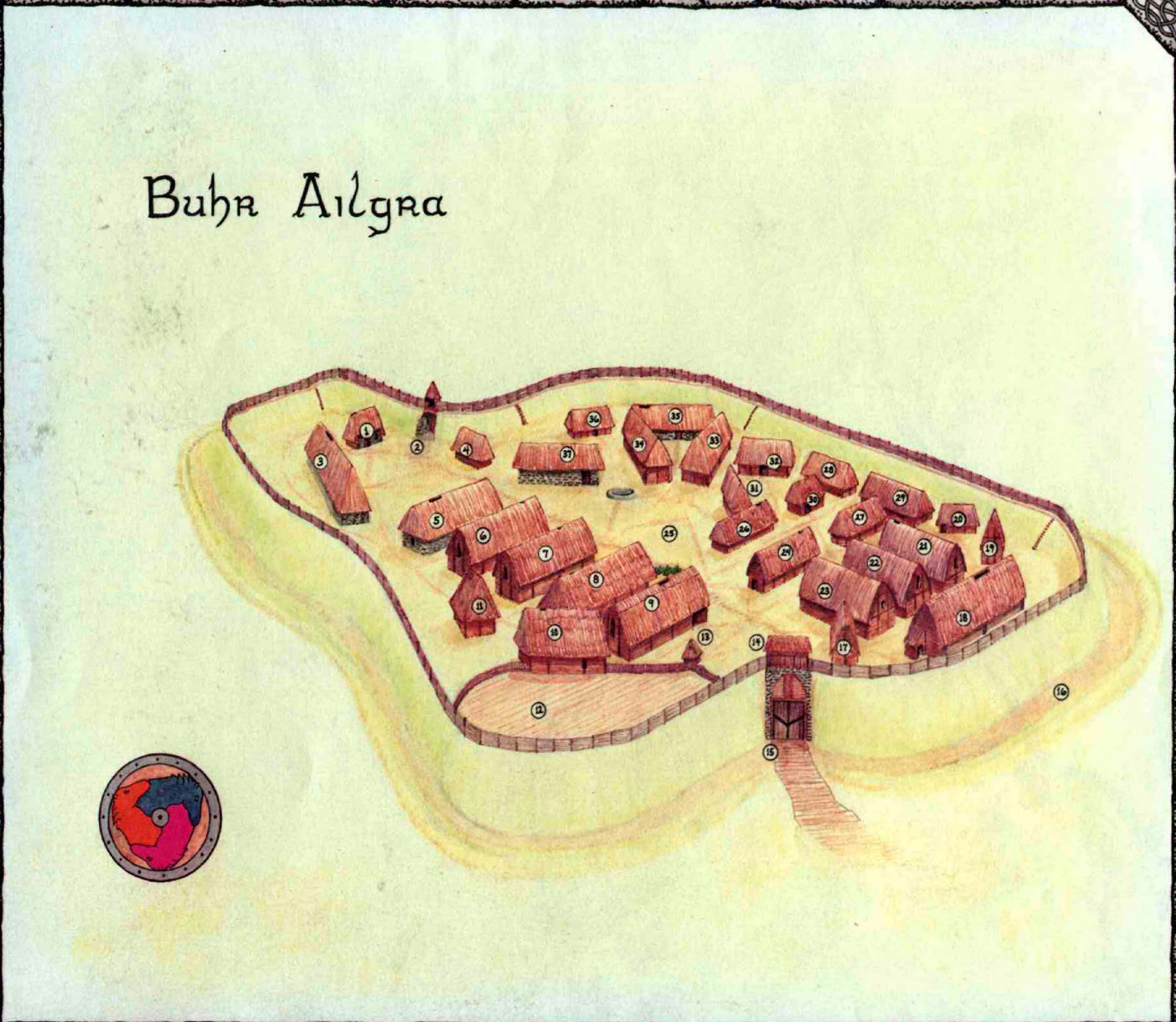
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